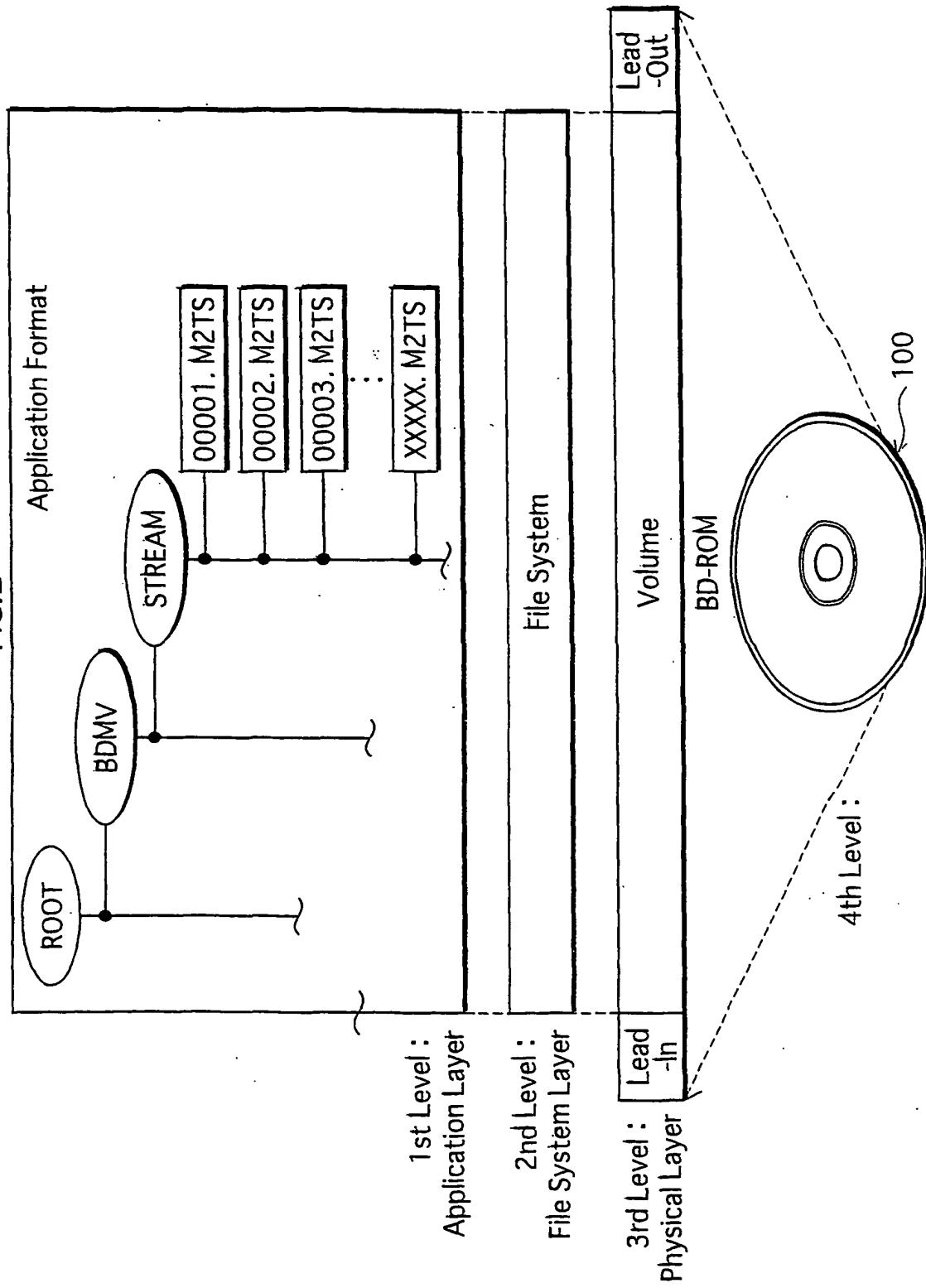


FIG.2



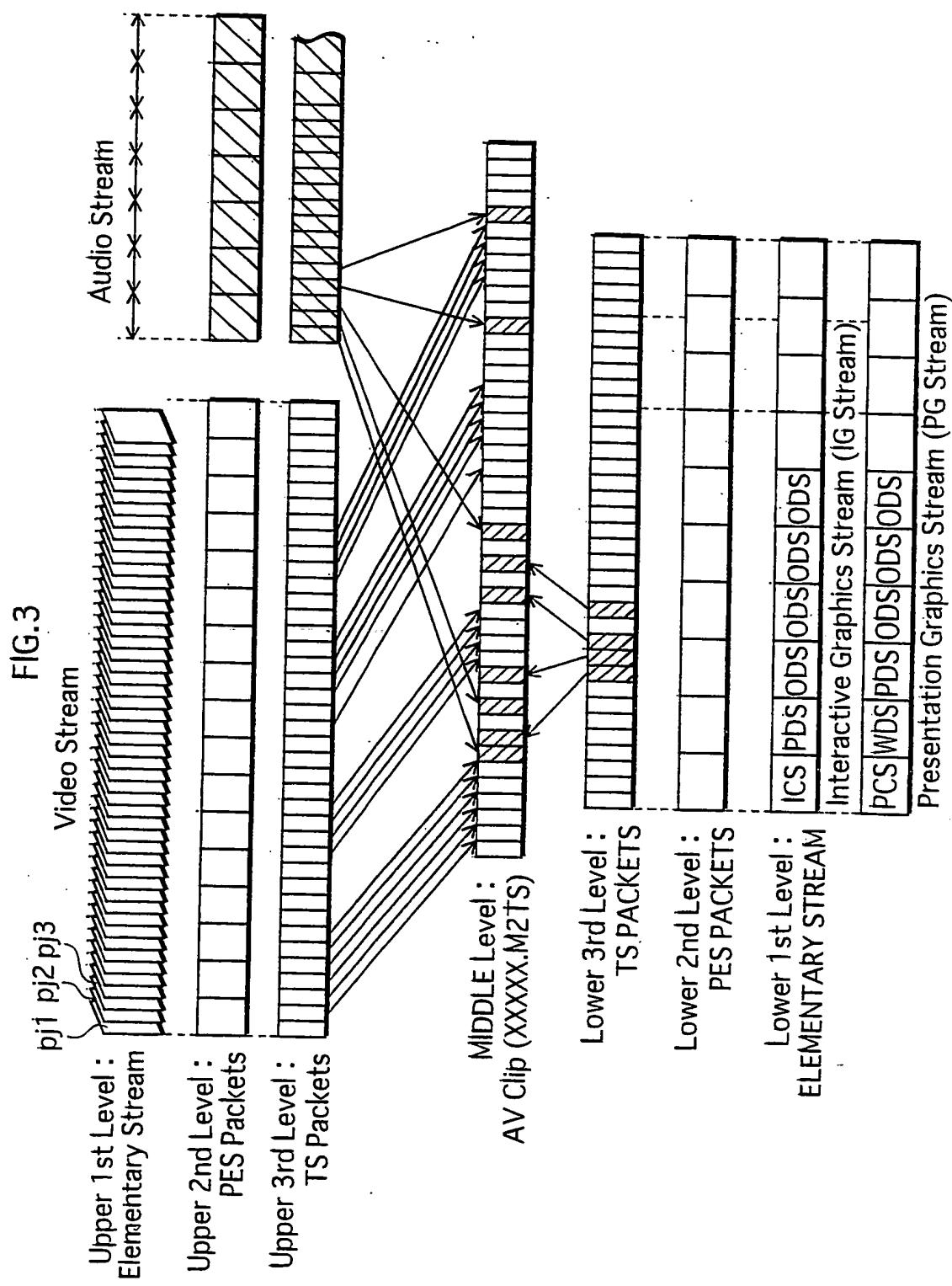
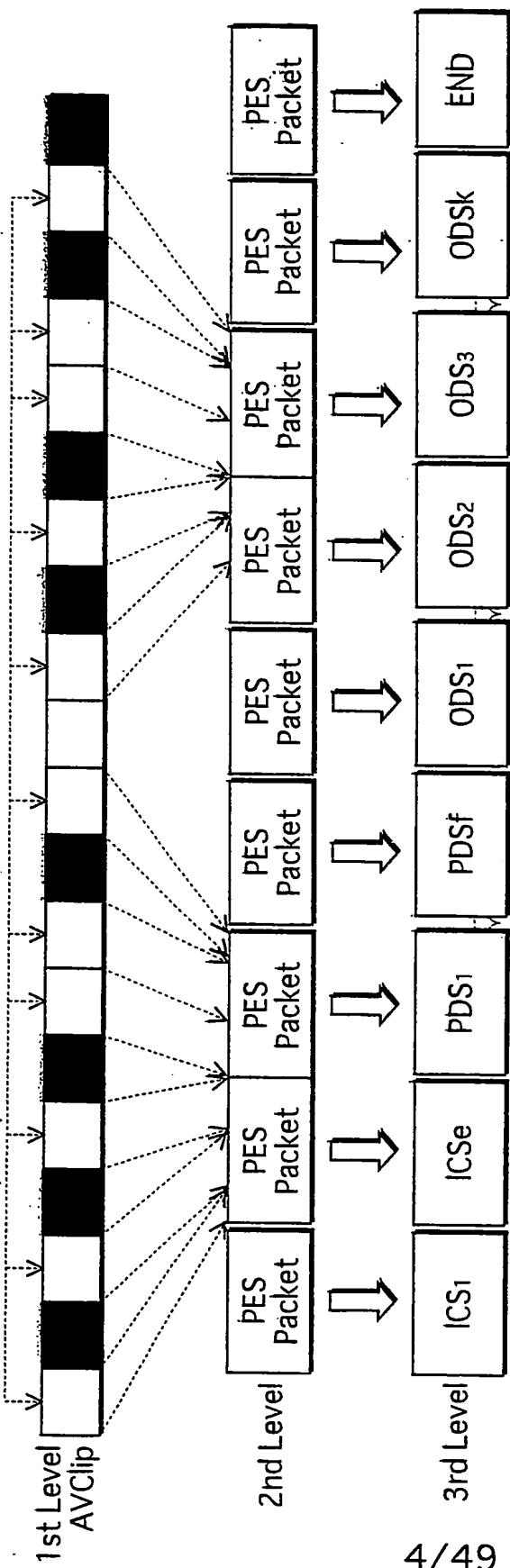


FIG.4A



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FIG.4B

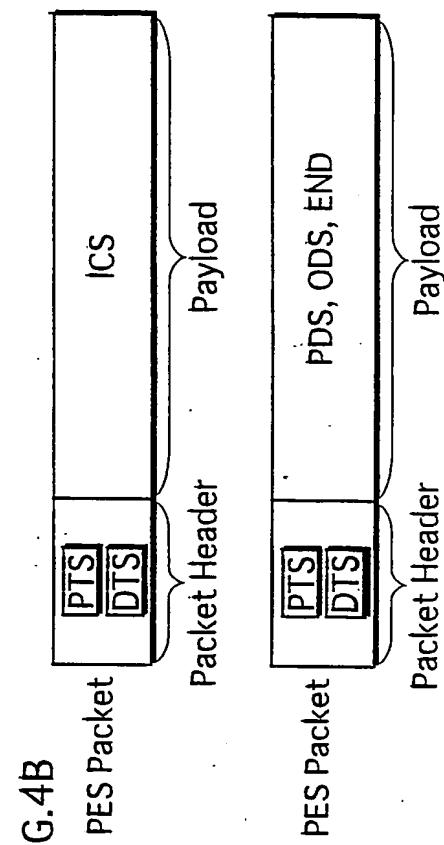
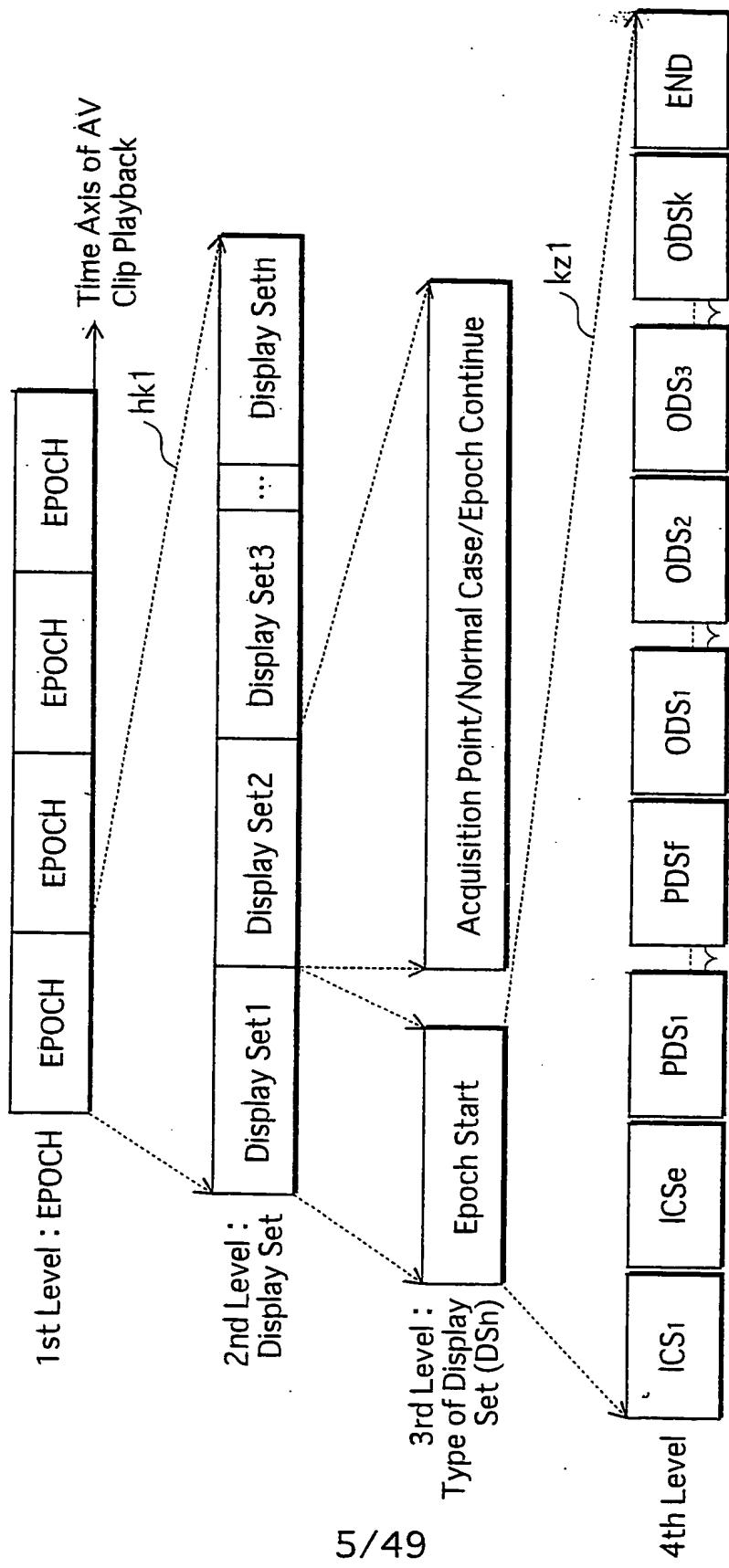


FIG.5



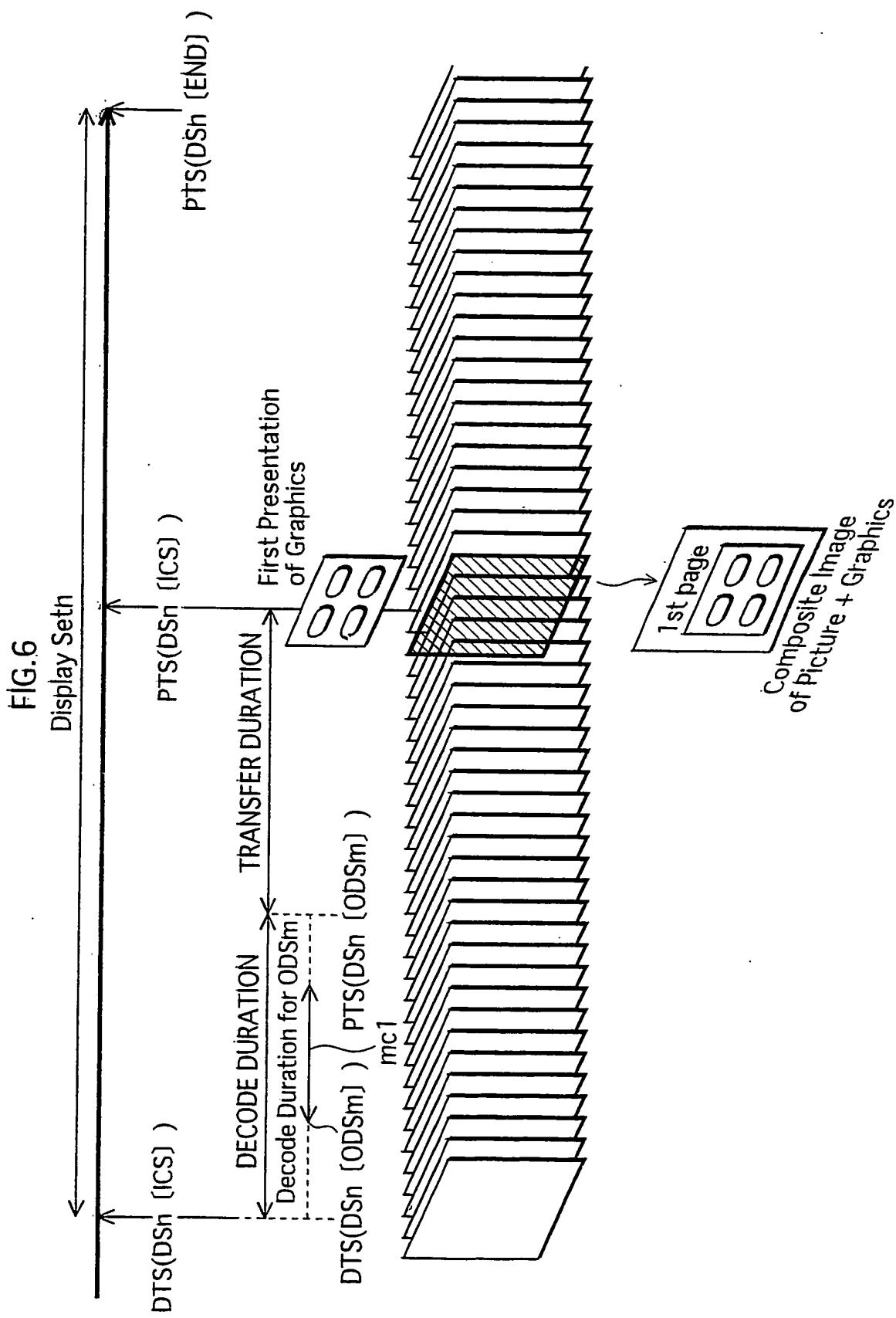


FIG.7A One-to-One Correspondence

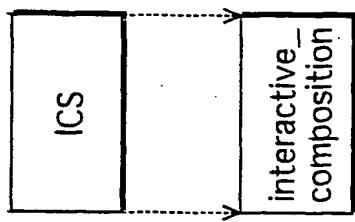


FIG.7B

One-to-Multiple Correspondence

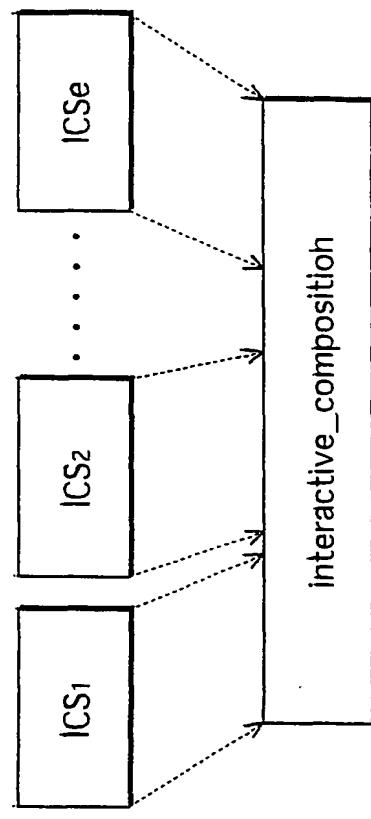


FIG.8

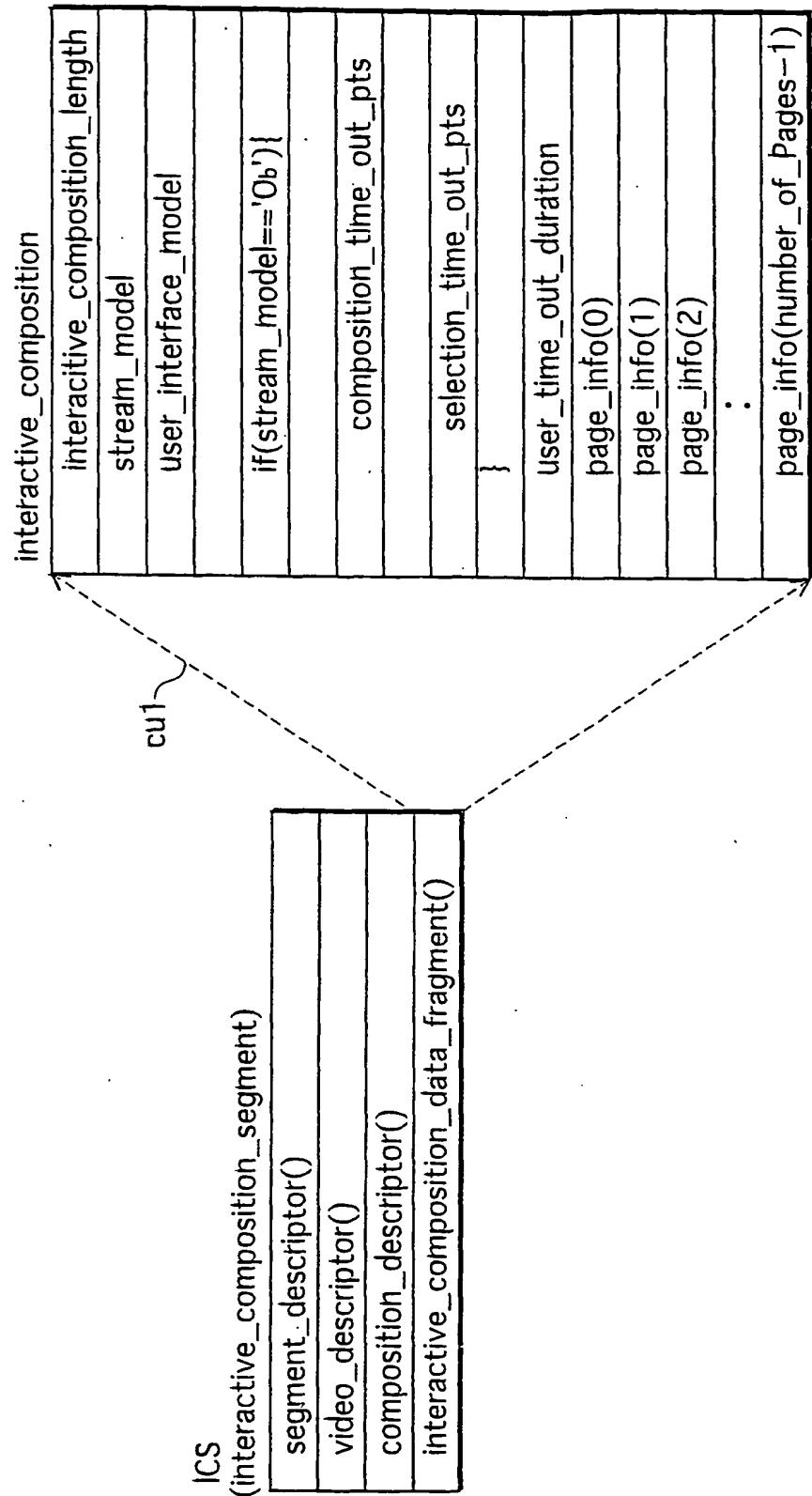


FIG.9

ICS.Stream_model=0(Playback of Multiplexed ICS)

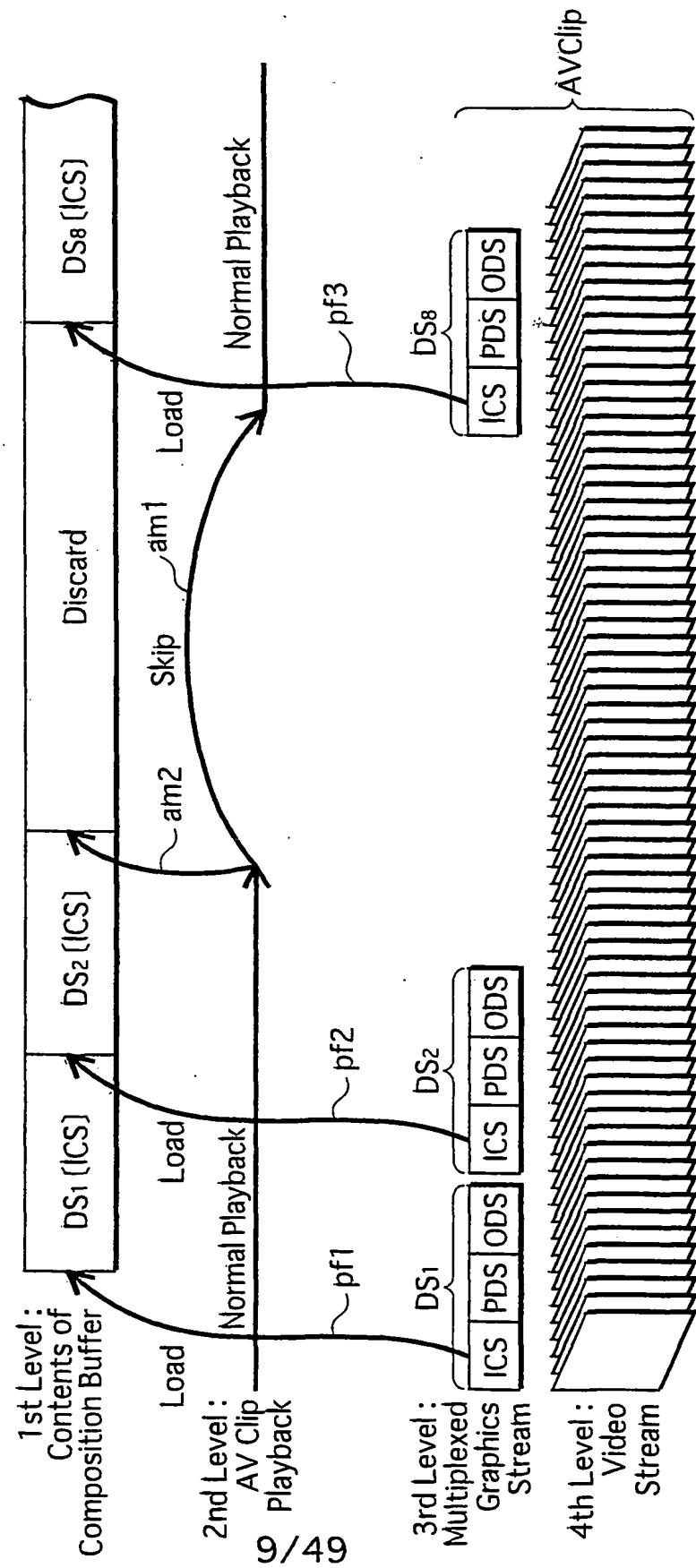
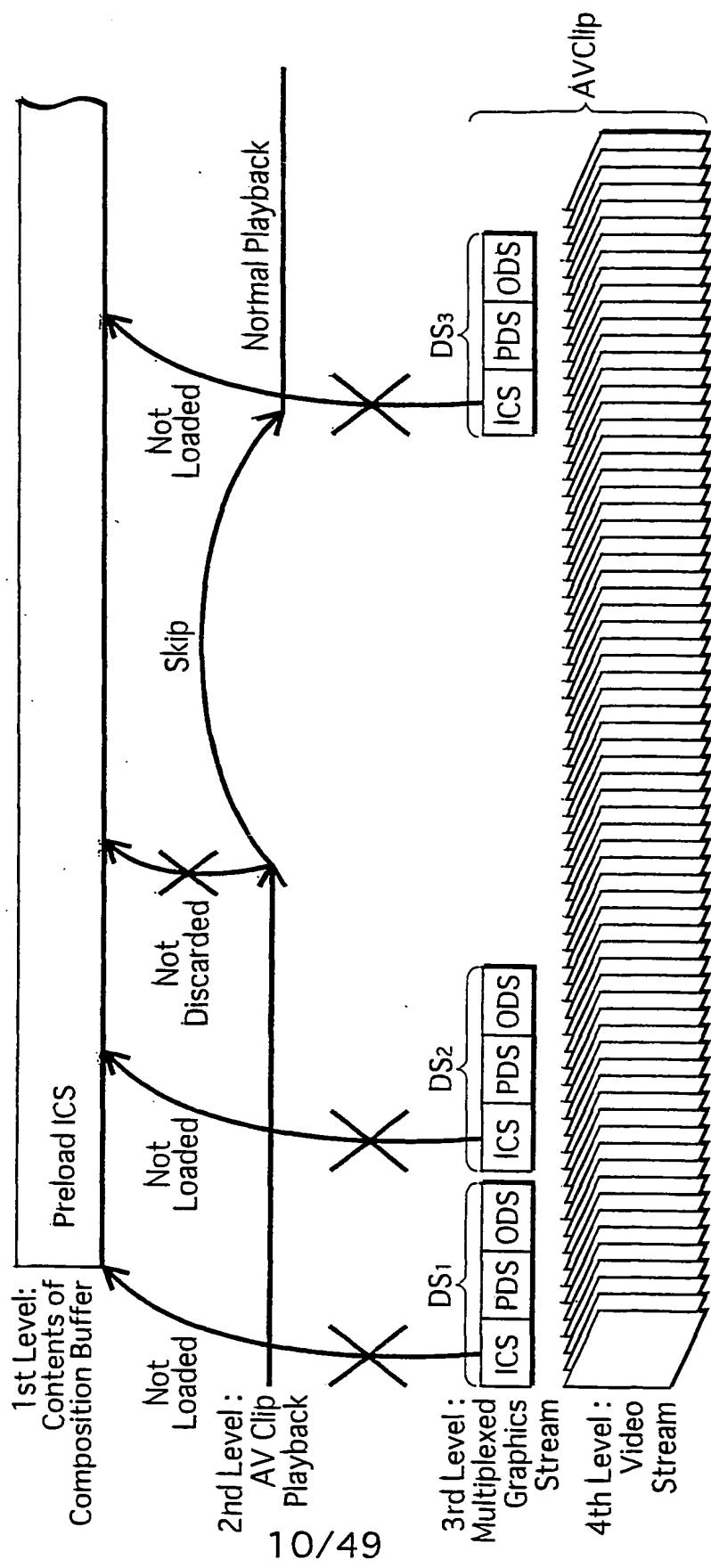
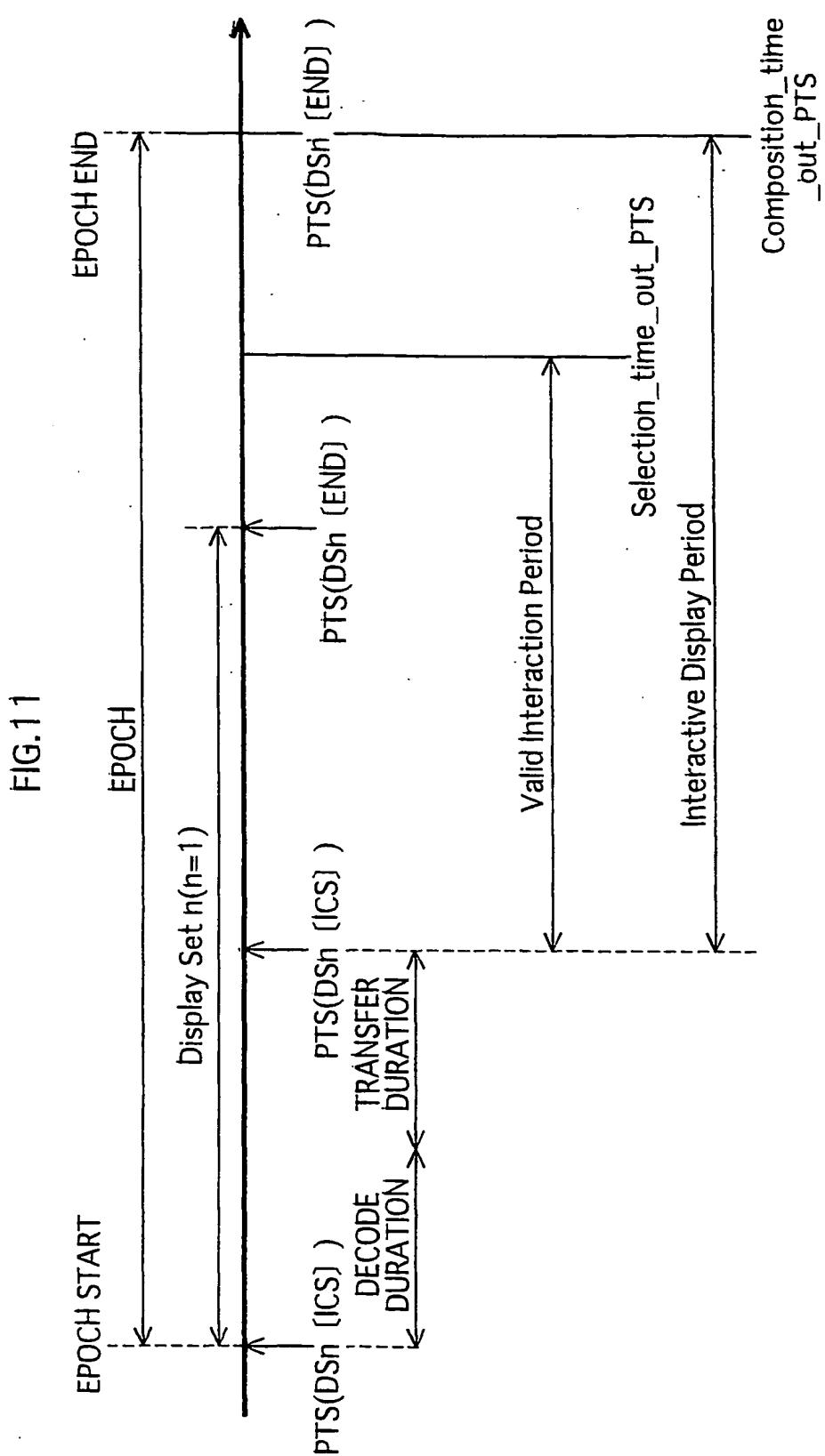


FIG.10

ICS.Stream_model=1 (Playback of Preloaded ICS)





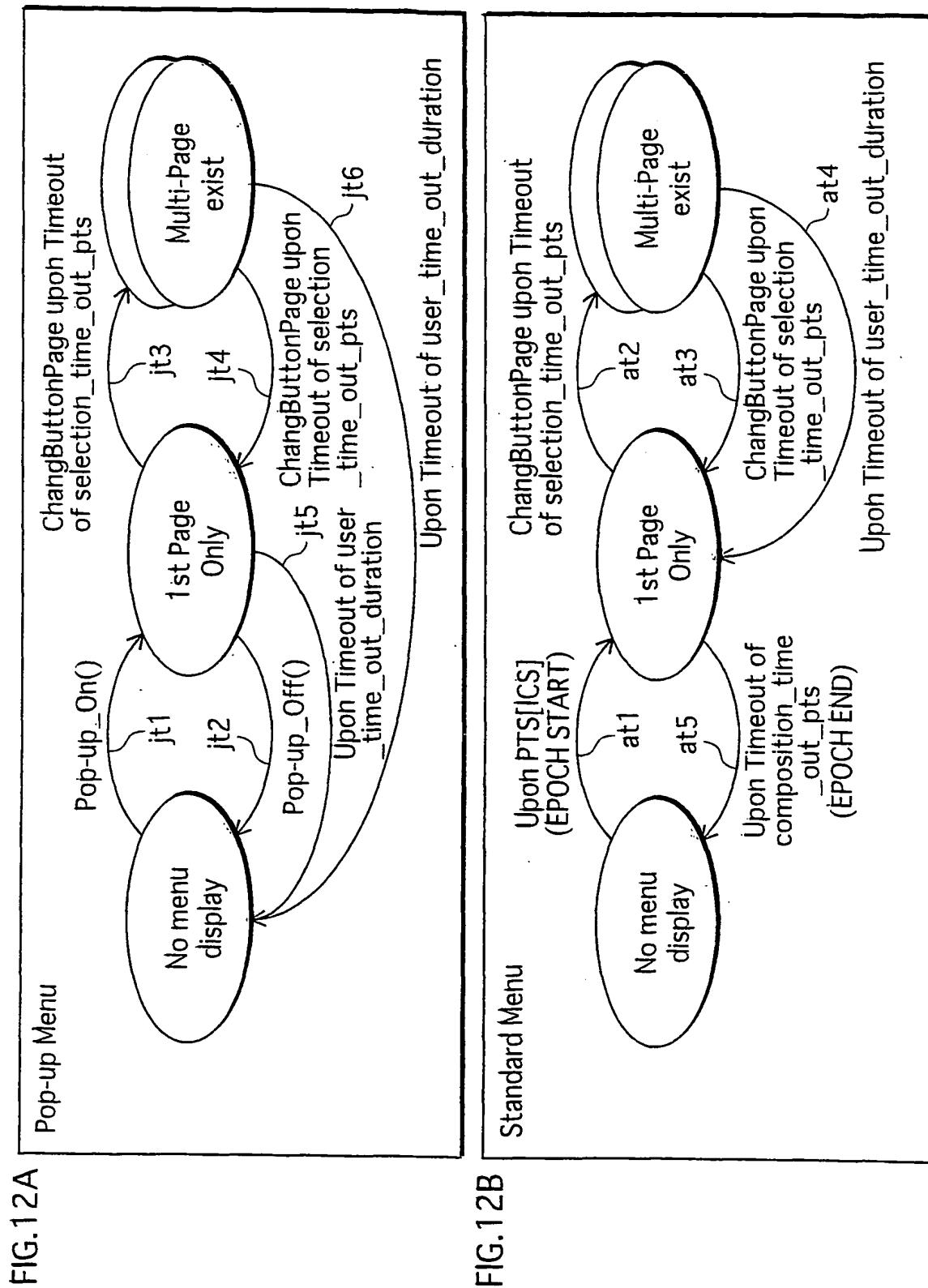


FIG:13

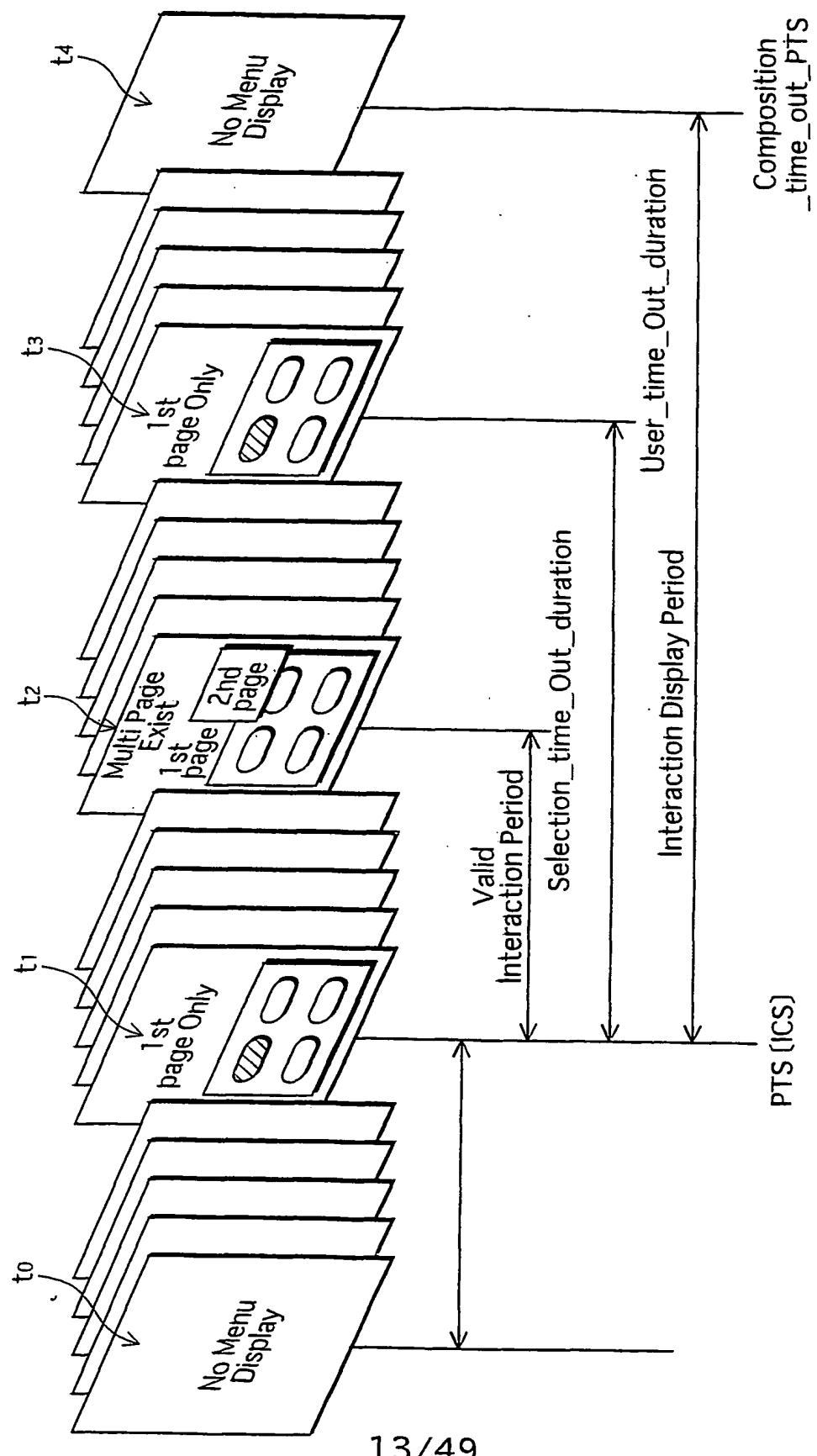


FIG. 14A

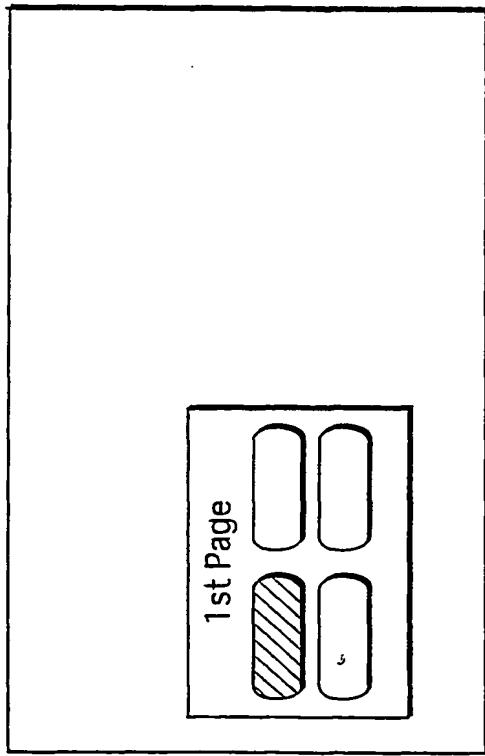


FIG. 14B

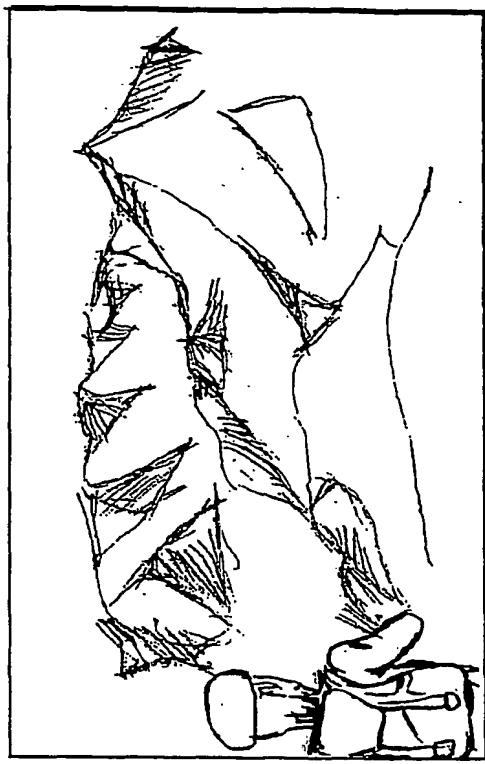


FIG. 14C

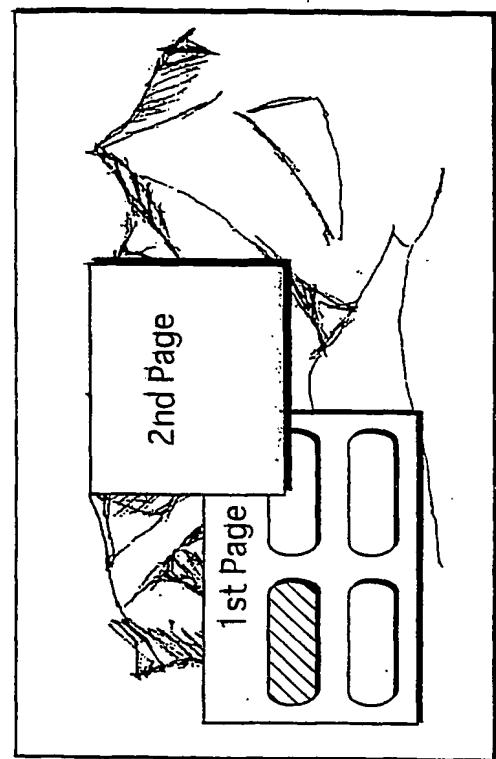


FIG. 15A

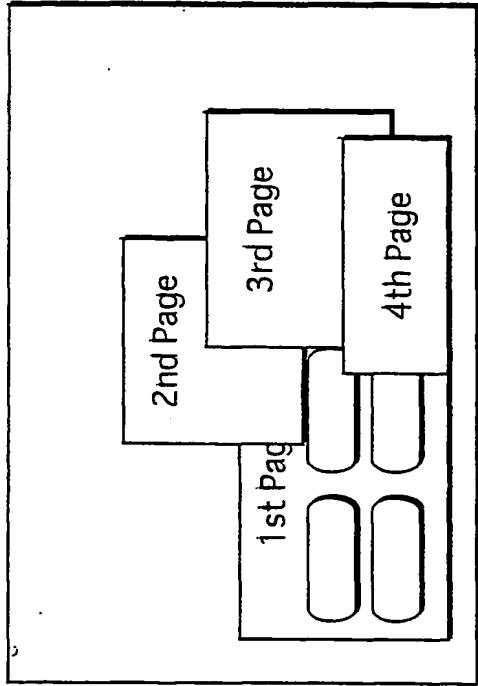
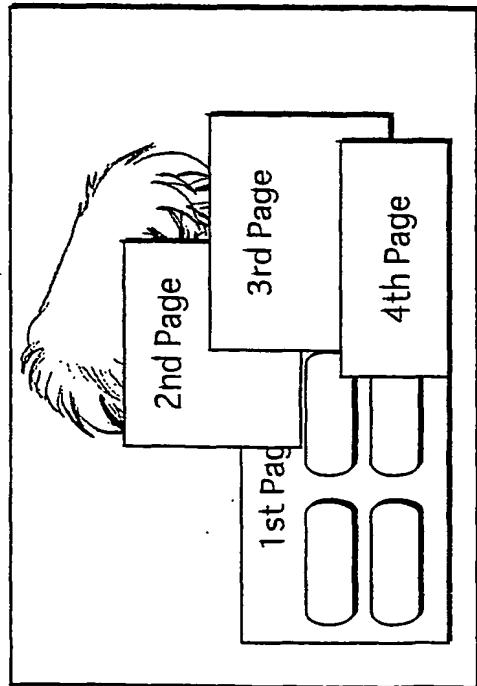


FIG. 15C

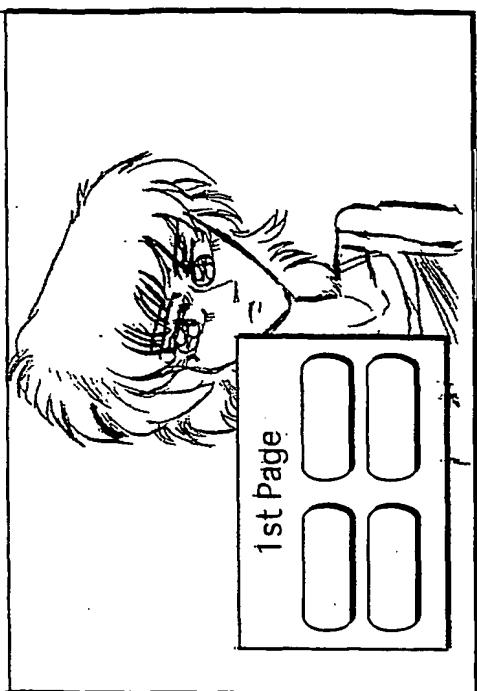


Picture is Covered by Menu Pages

FIG. 15B

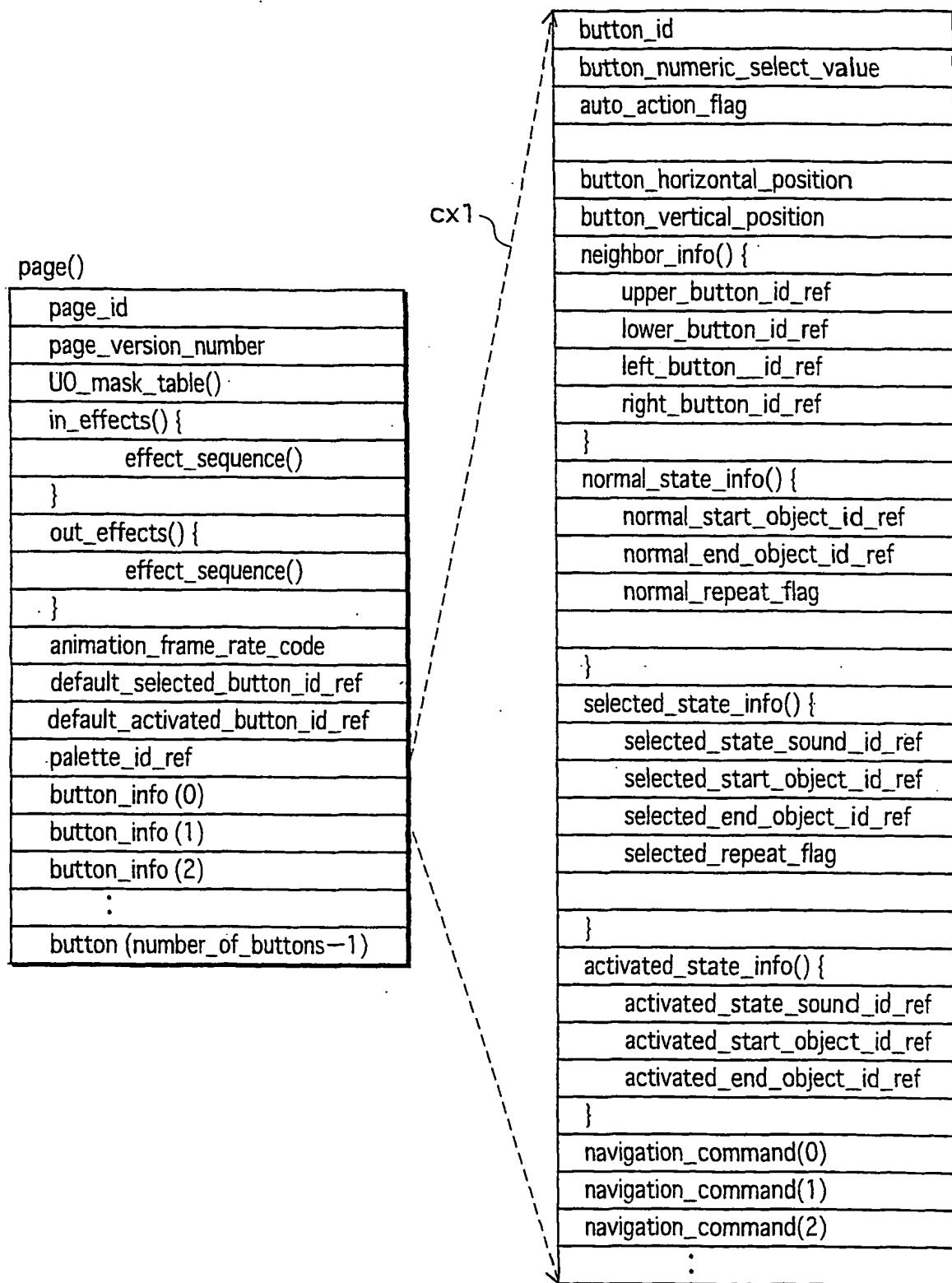


FIG. 15D



Set user time_out duration Immediately before Presentation of Picture

FIG.16



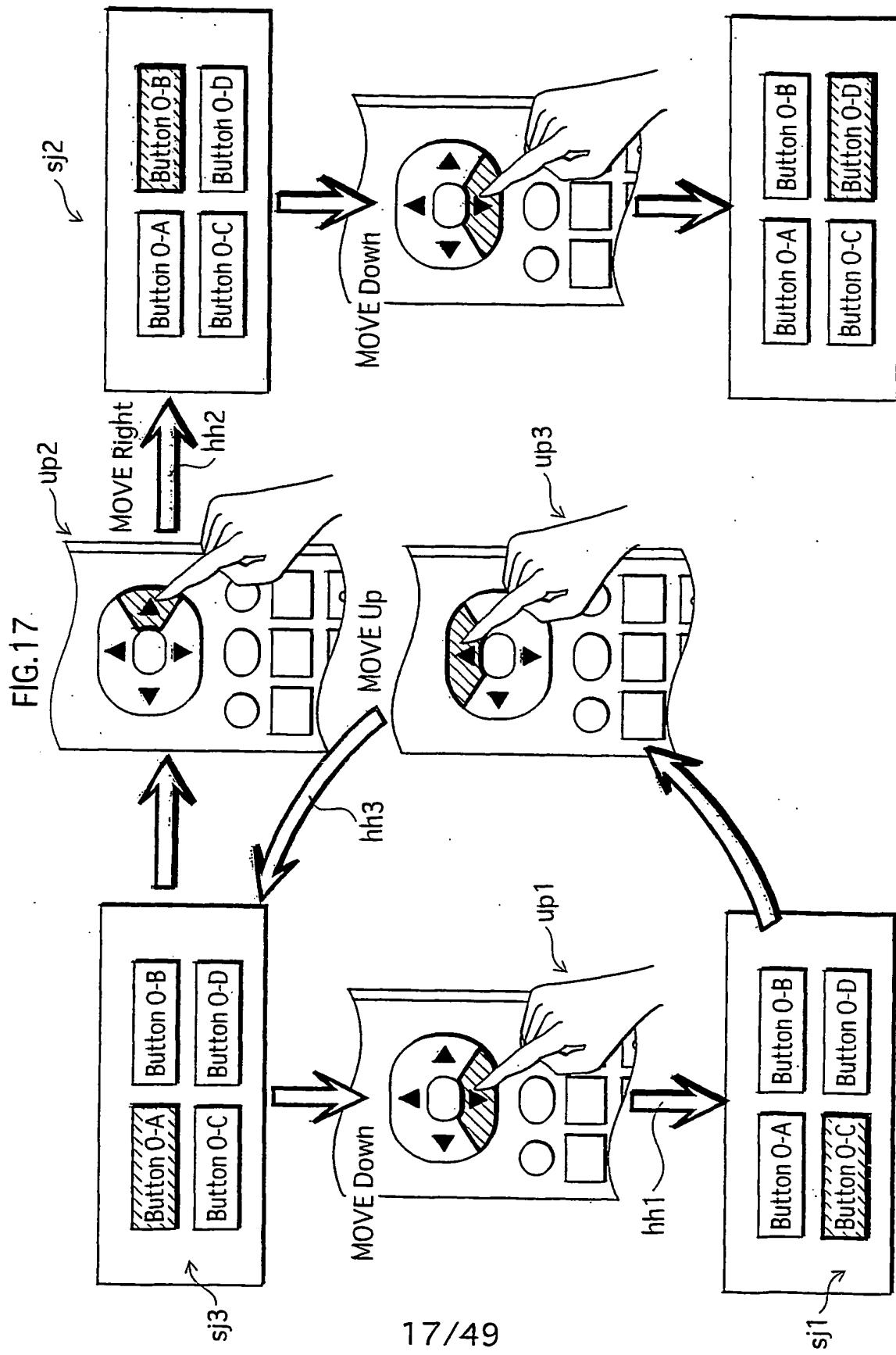


FIG.18

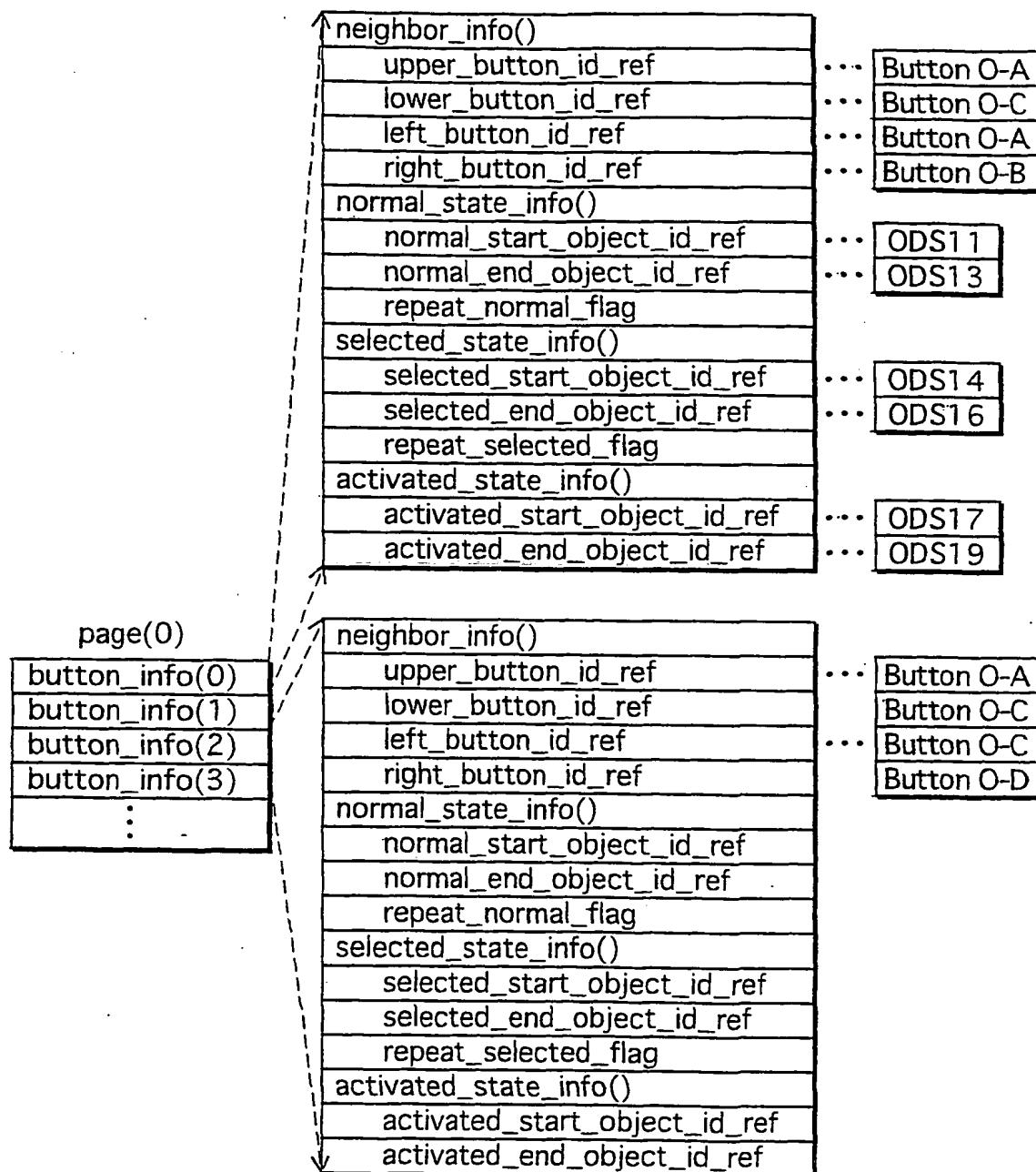


FIG.19

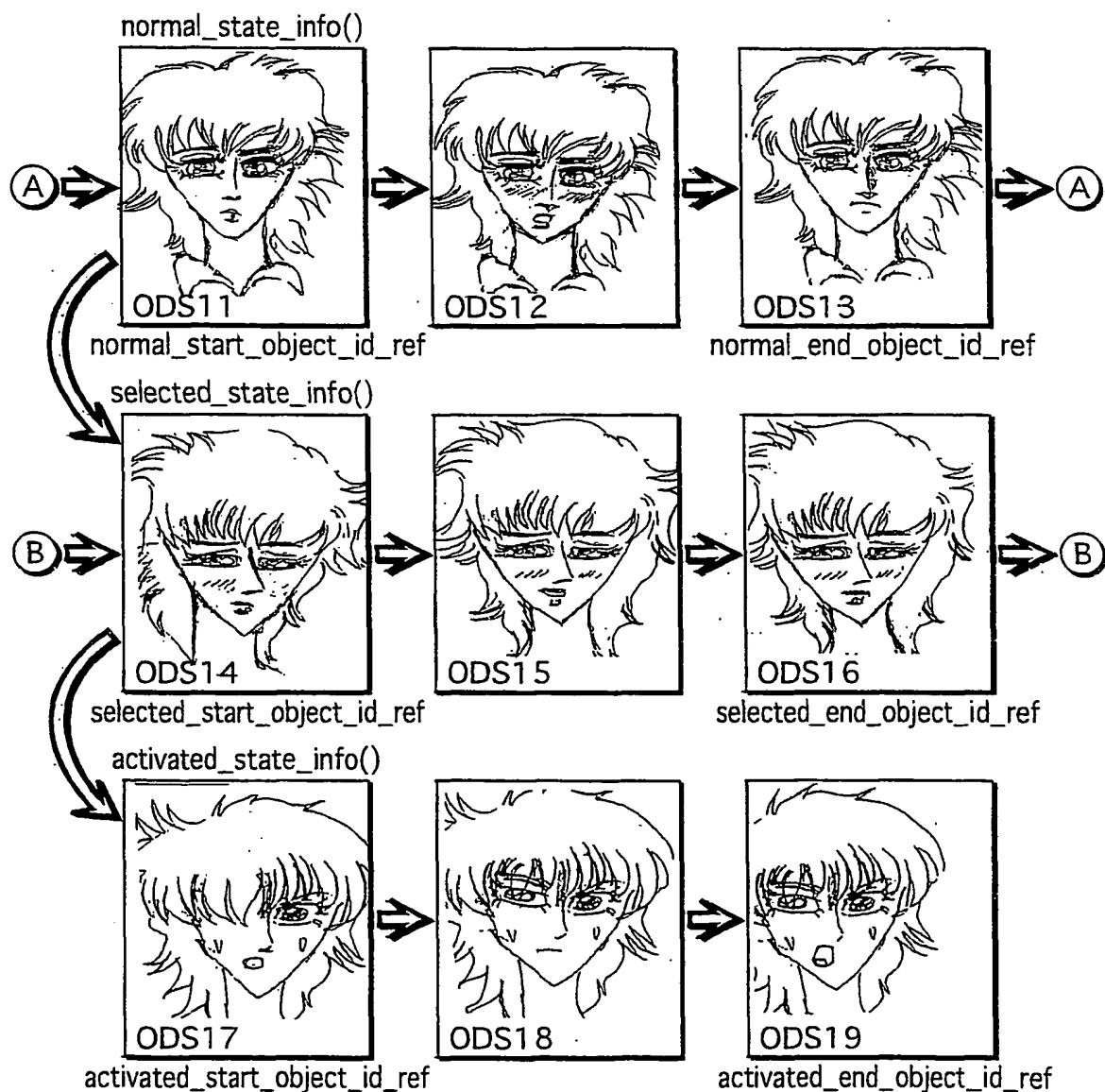


FIG.20

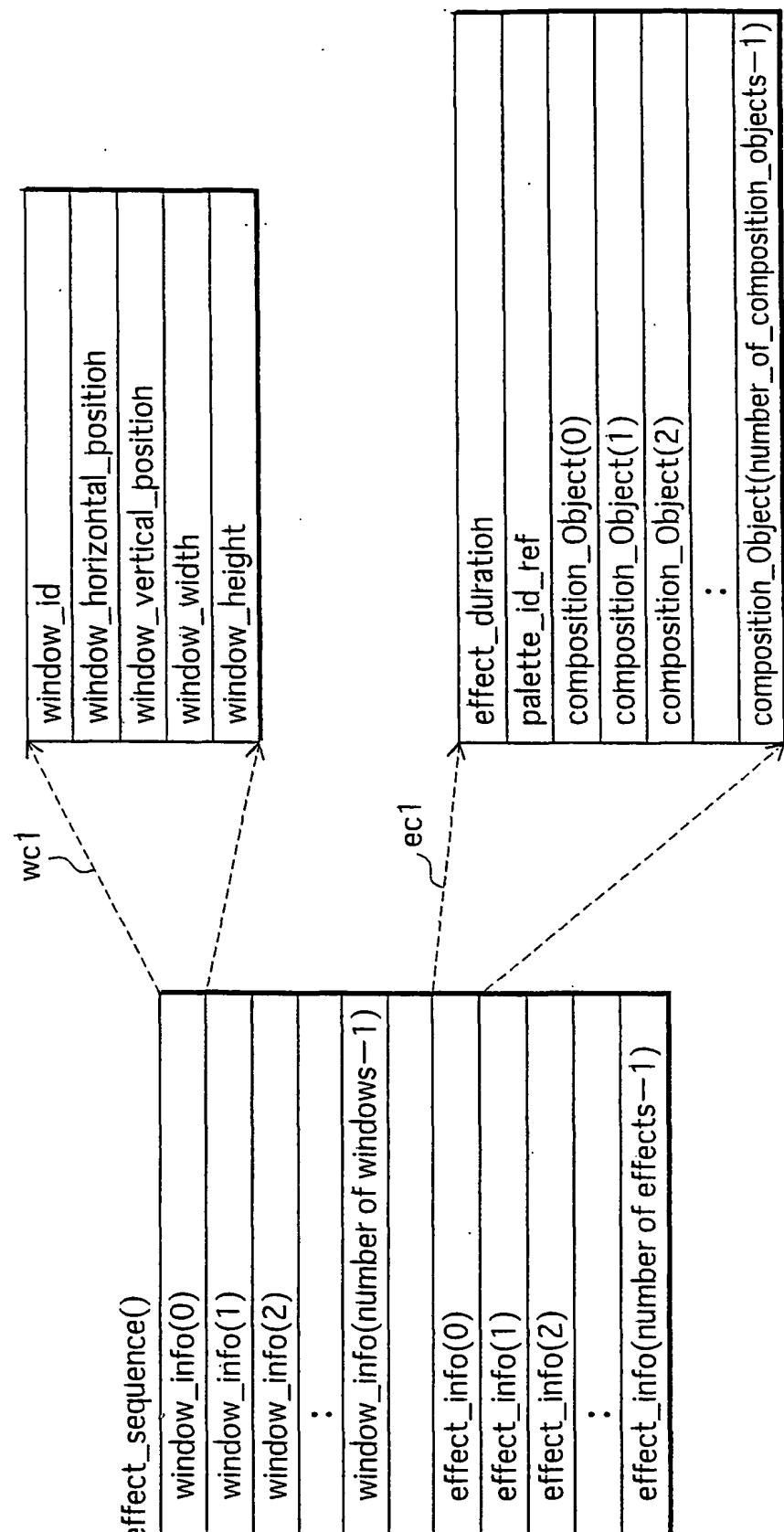


FIG.21A
jth Display Composition in effect
sequence (Display Composition
Defined by effect(j))

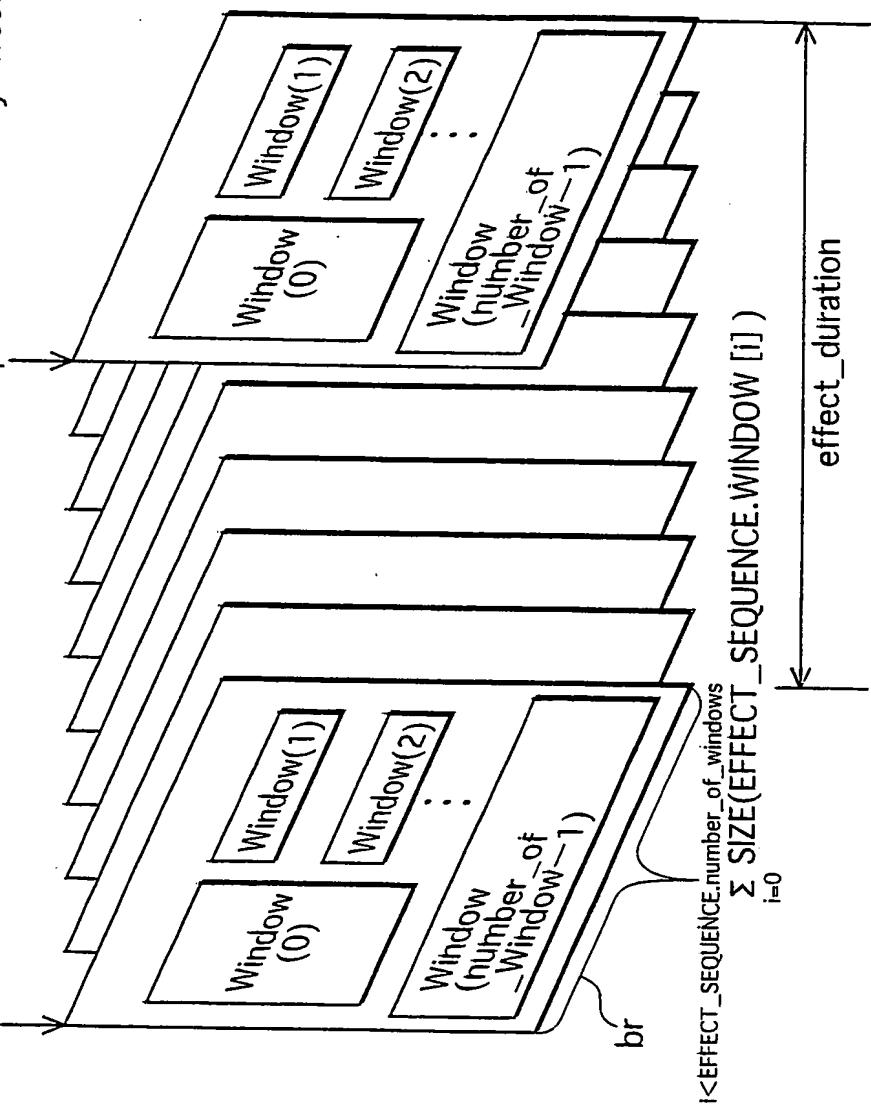


FIG.21B

$$effect_duration \geq \text{ceil} \left(\left(\frac{90000 * \sum_{i=0}^{<EFFECT_SEQUENCE.number_of_windows} SIZE(EFFECT_SEQUENCE.WINDOW [i])}{\sum_{i=0}^{<EFFECT_SEQUENCE.number_of_windows} SIZE(EFFECT_SEQUENCE.WINDOW [i])} \right) / (128 * 10^6) \right)$$

FIG.22

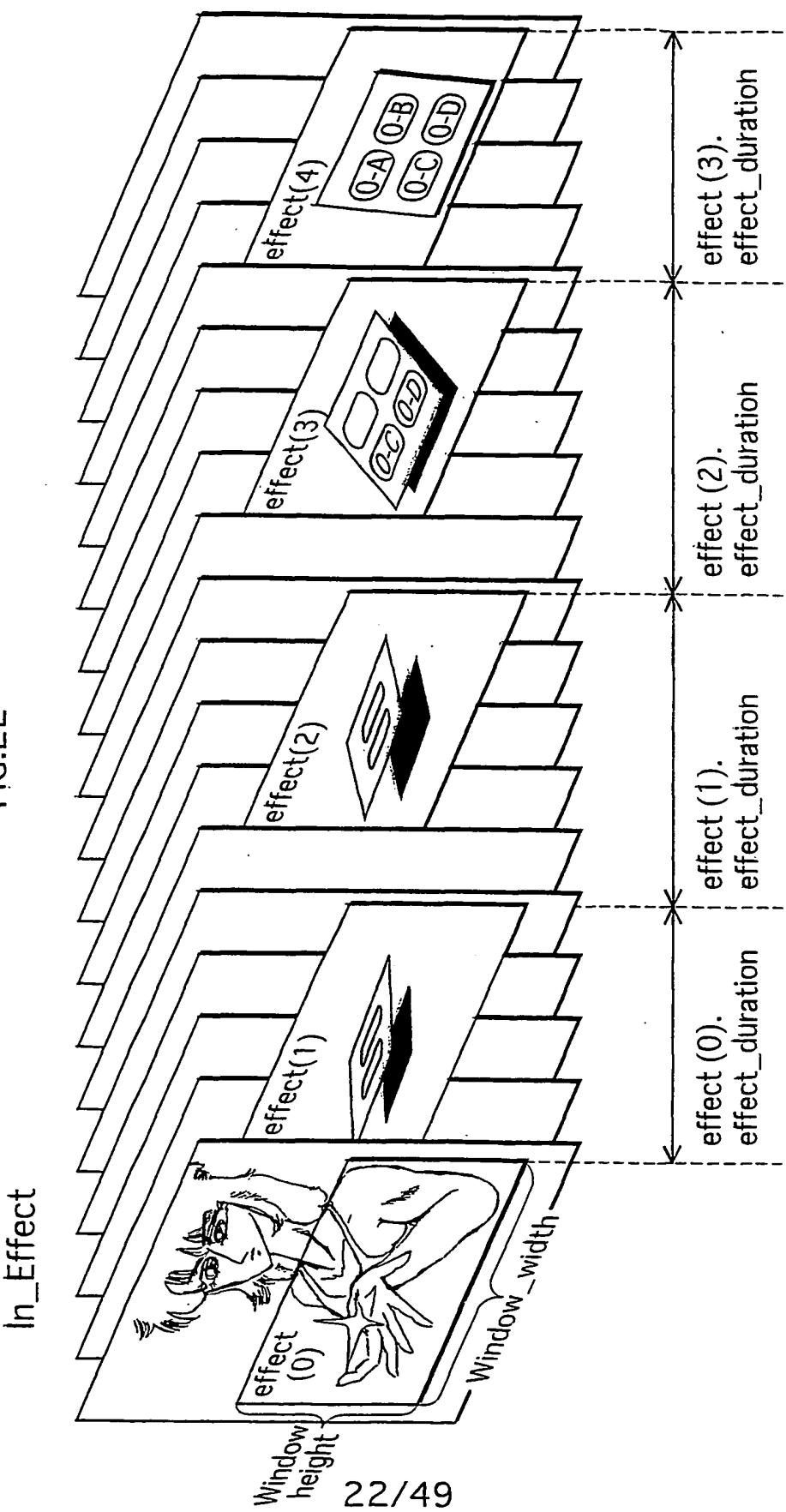


FIG.23

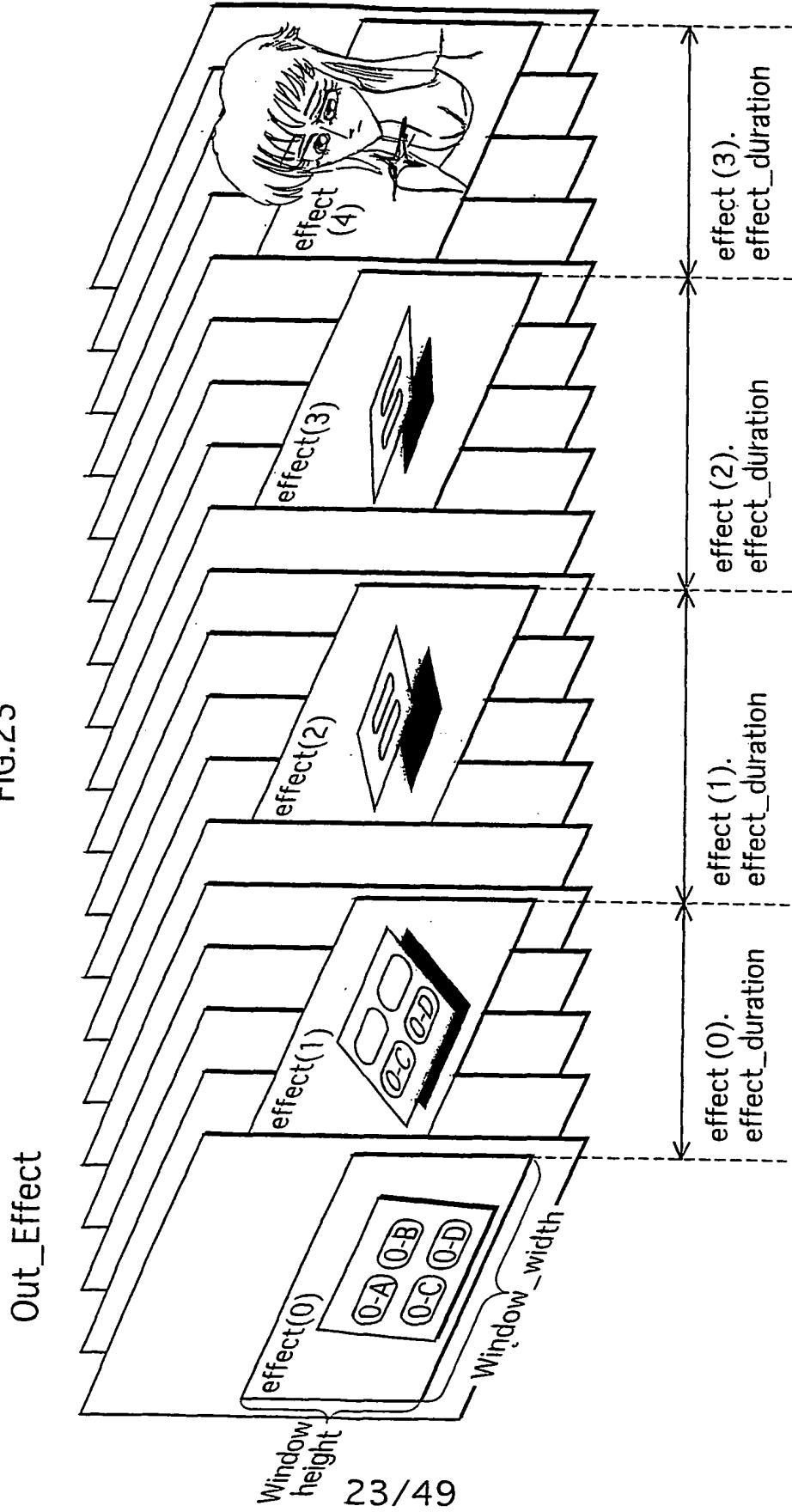


FIG.24

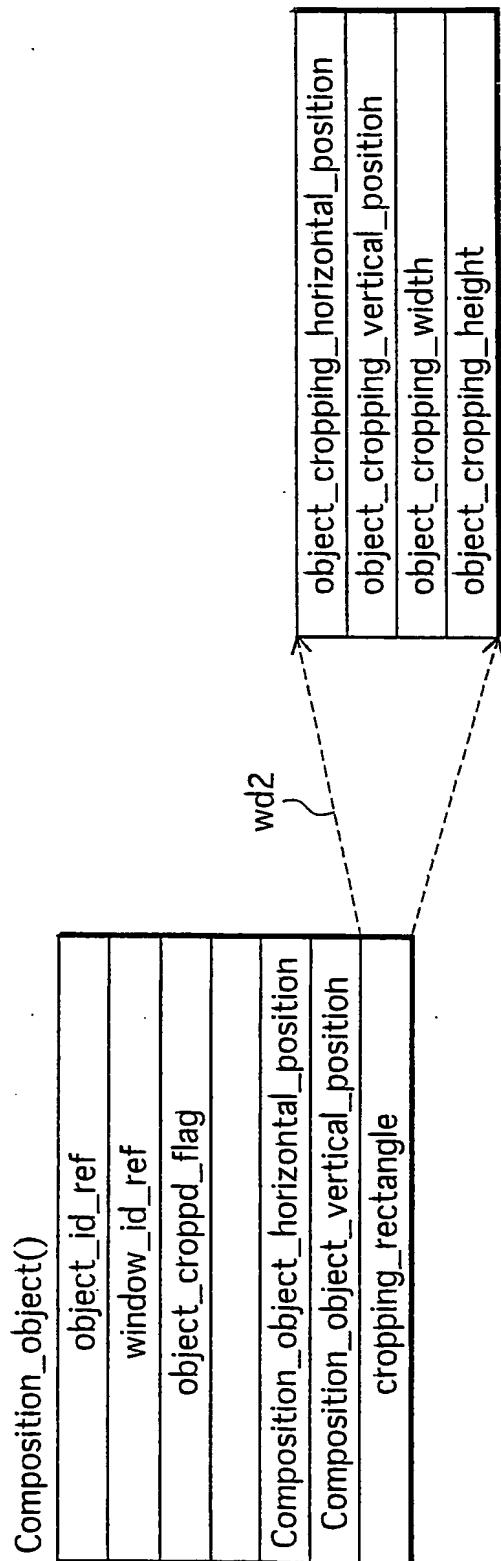


FIG.25
In_Effect

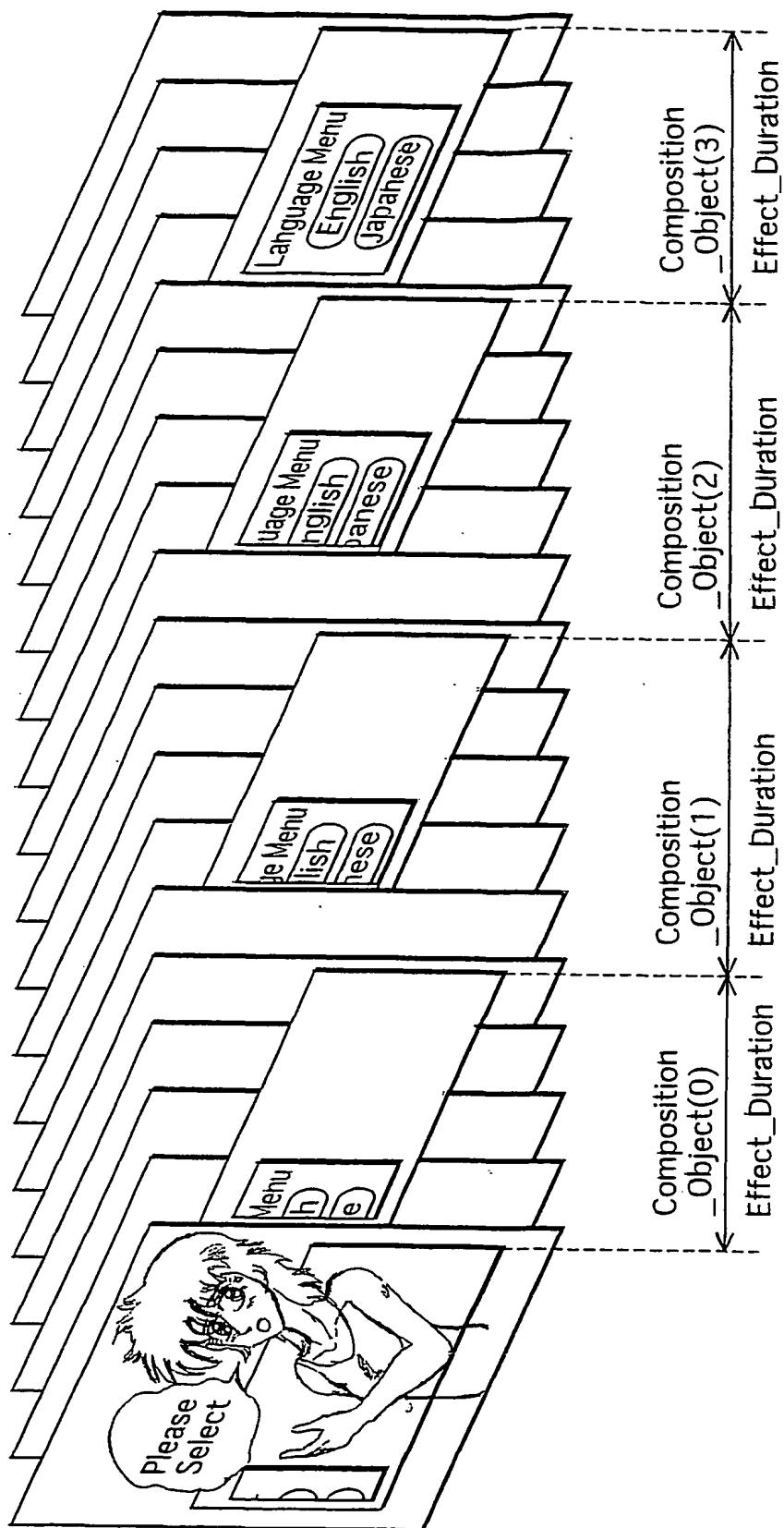


FIG.26

Composition_Object(0) Setting

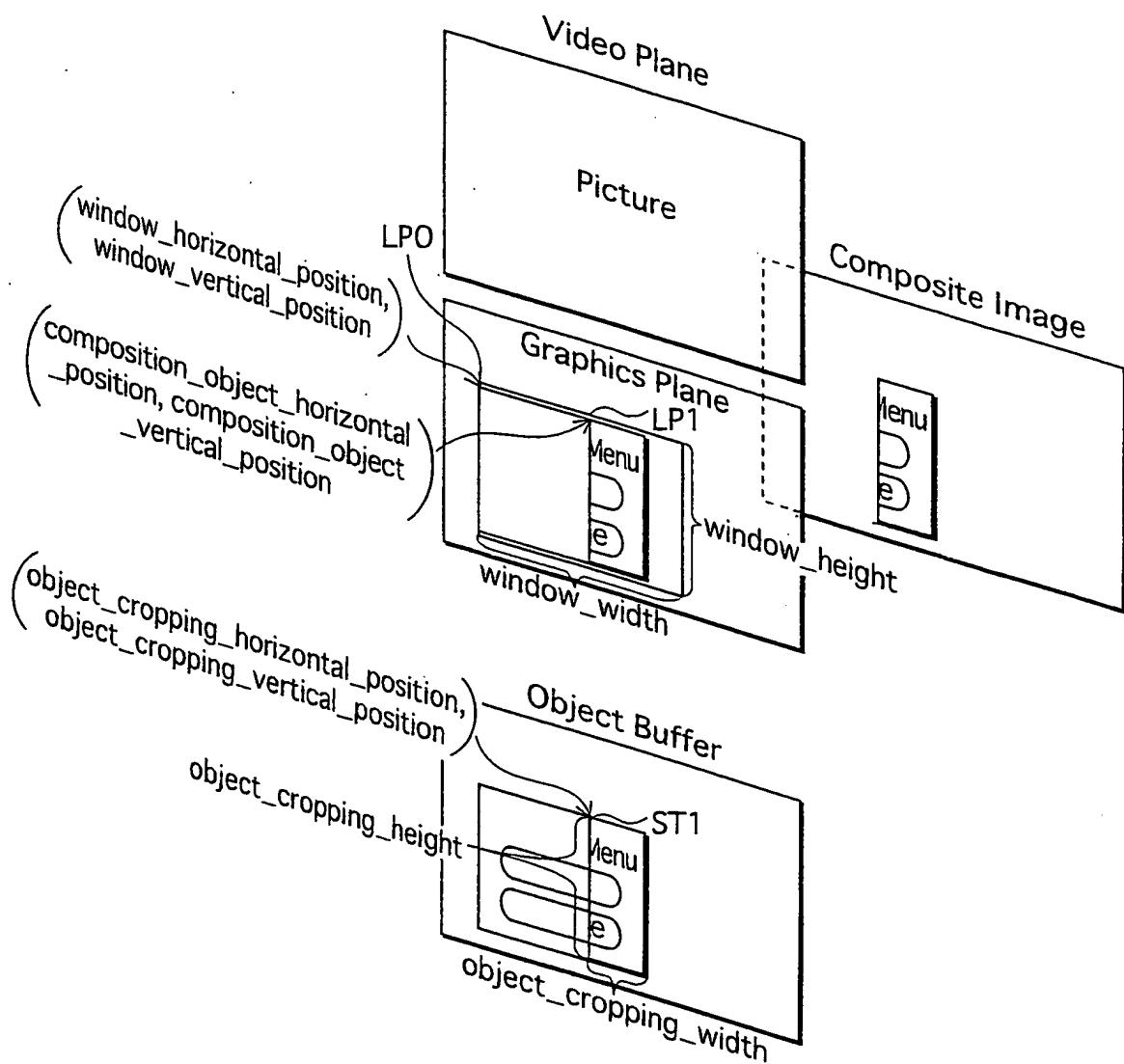


FIG.27

Composition_Object(1) Setting

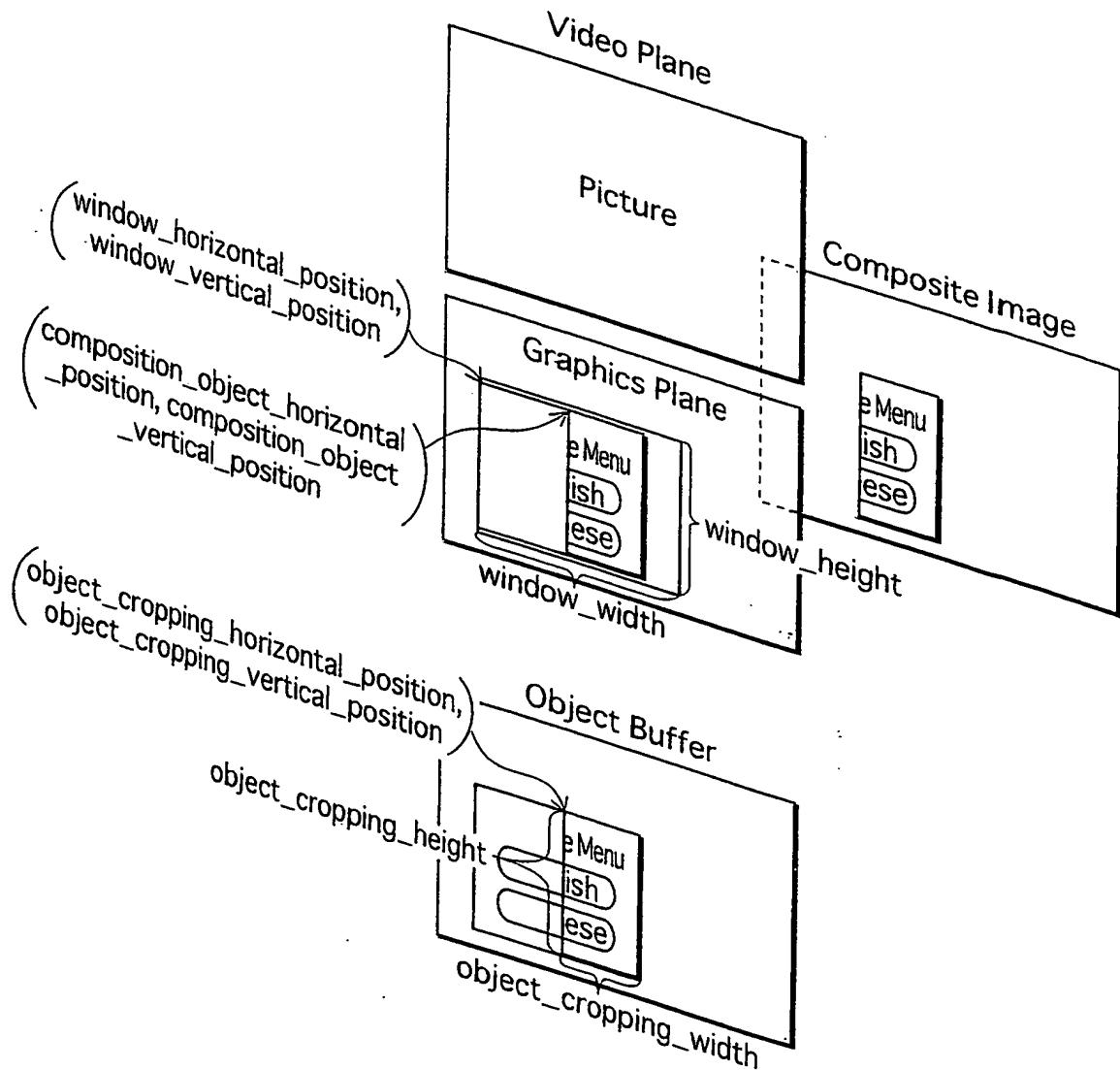


FIG.28

Composition_Object(2) Setting

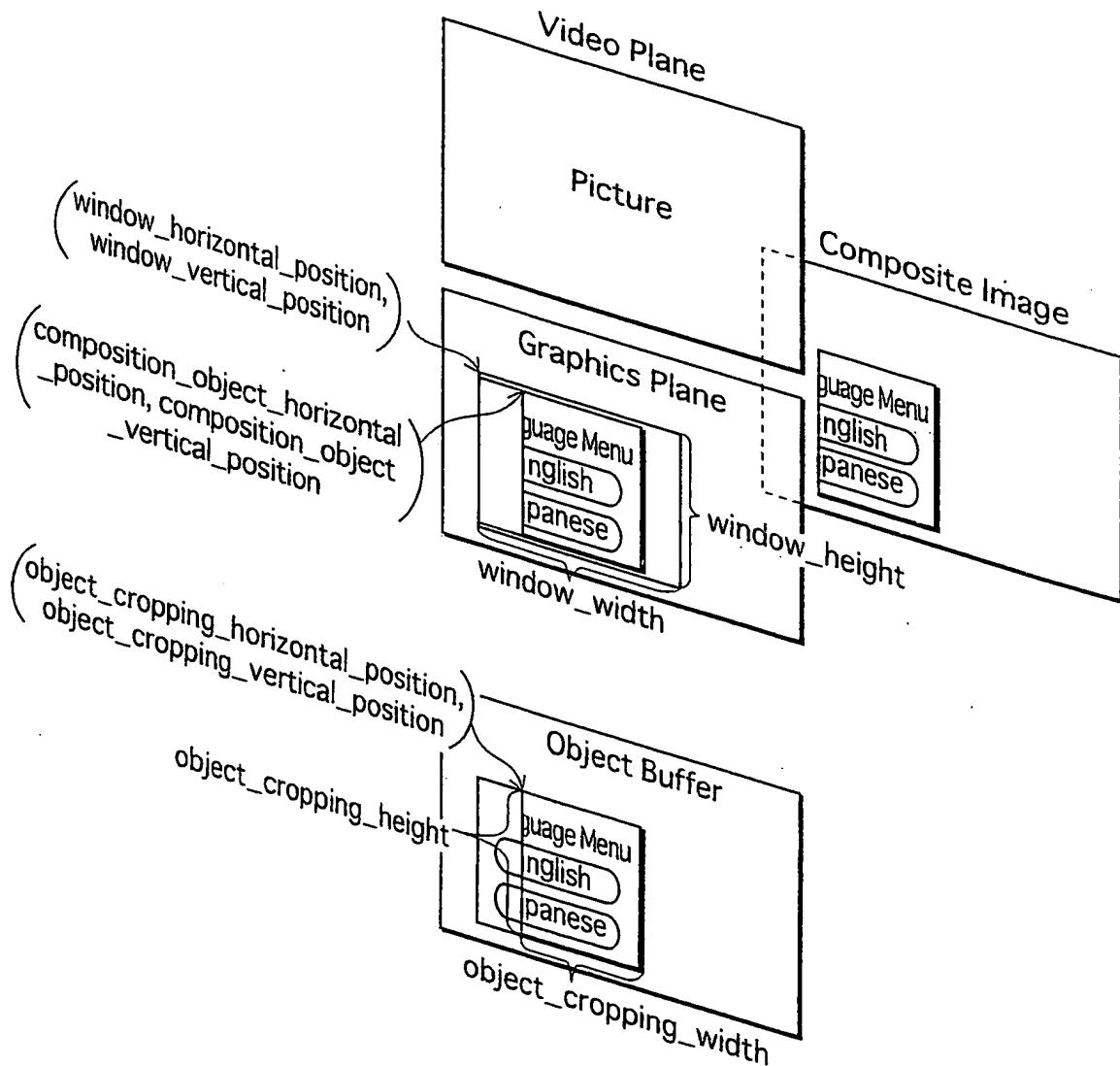


FIG.29

Composition_Object(3) Setting

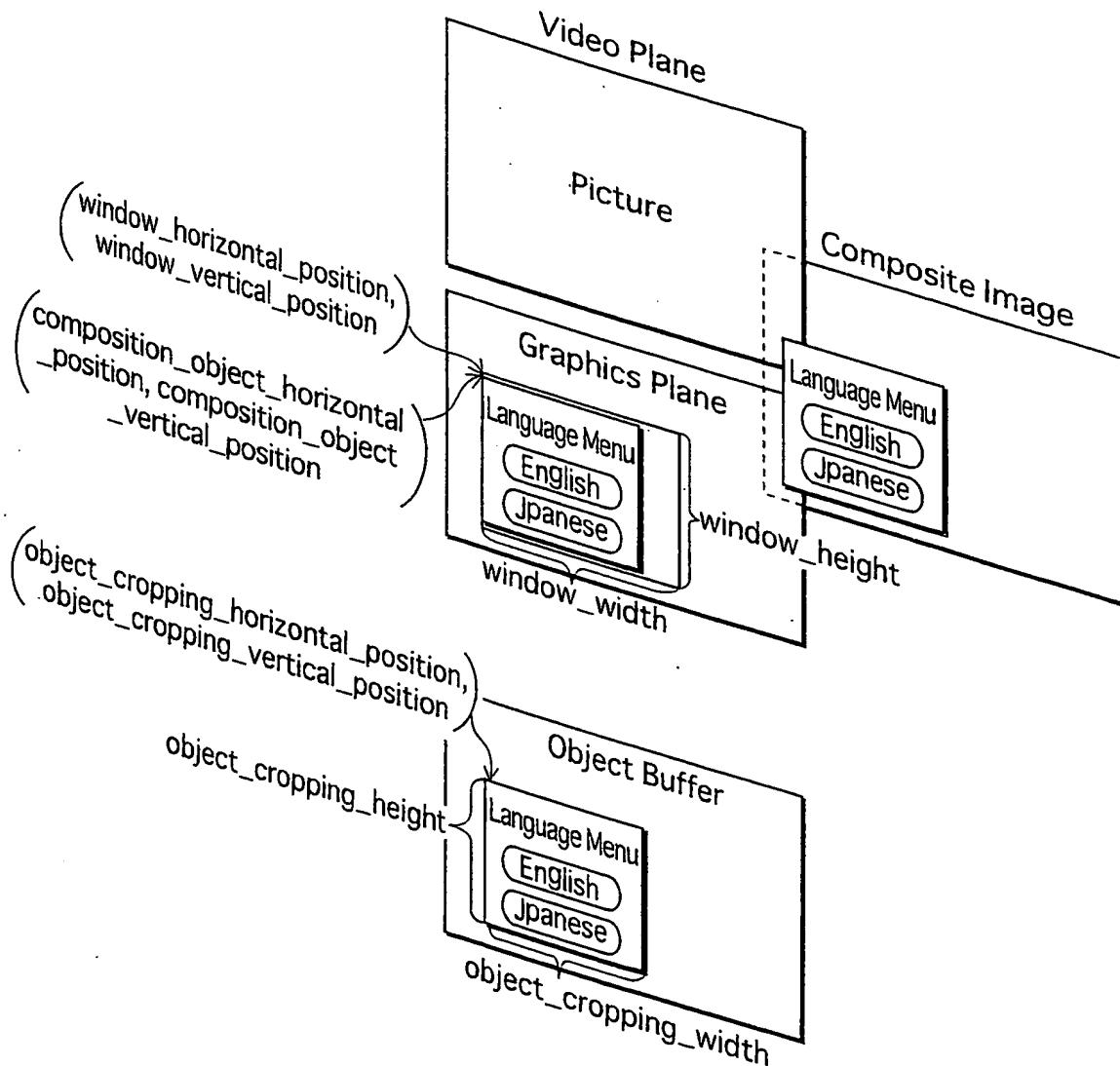


FIG.30

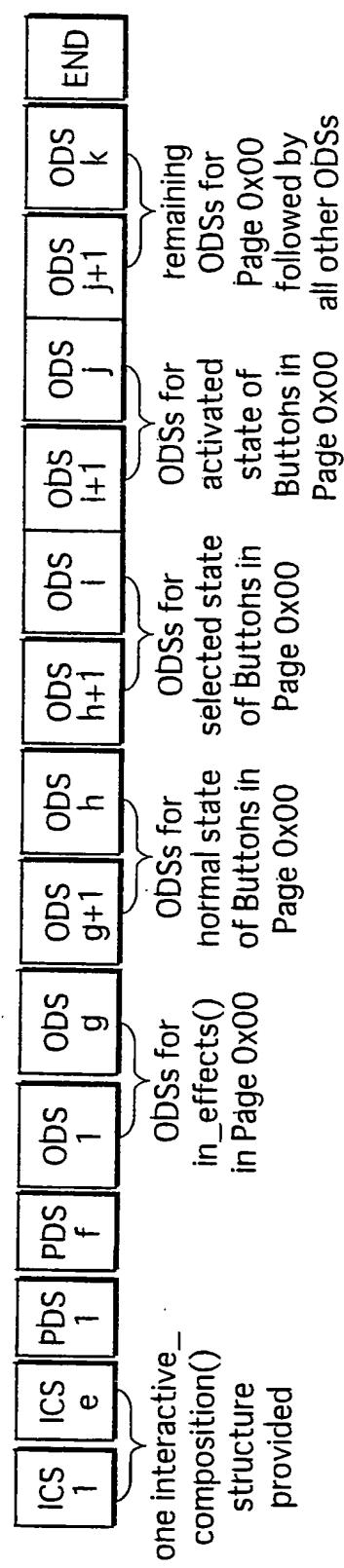


FIG.31

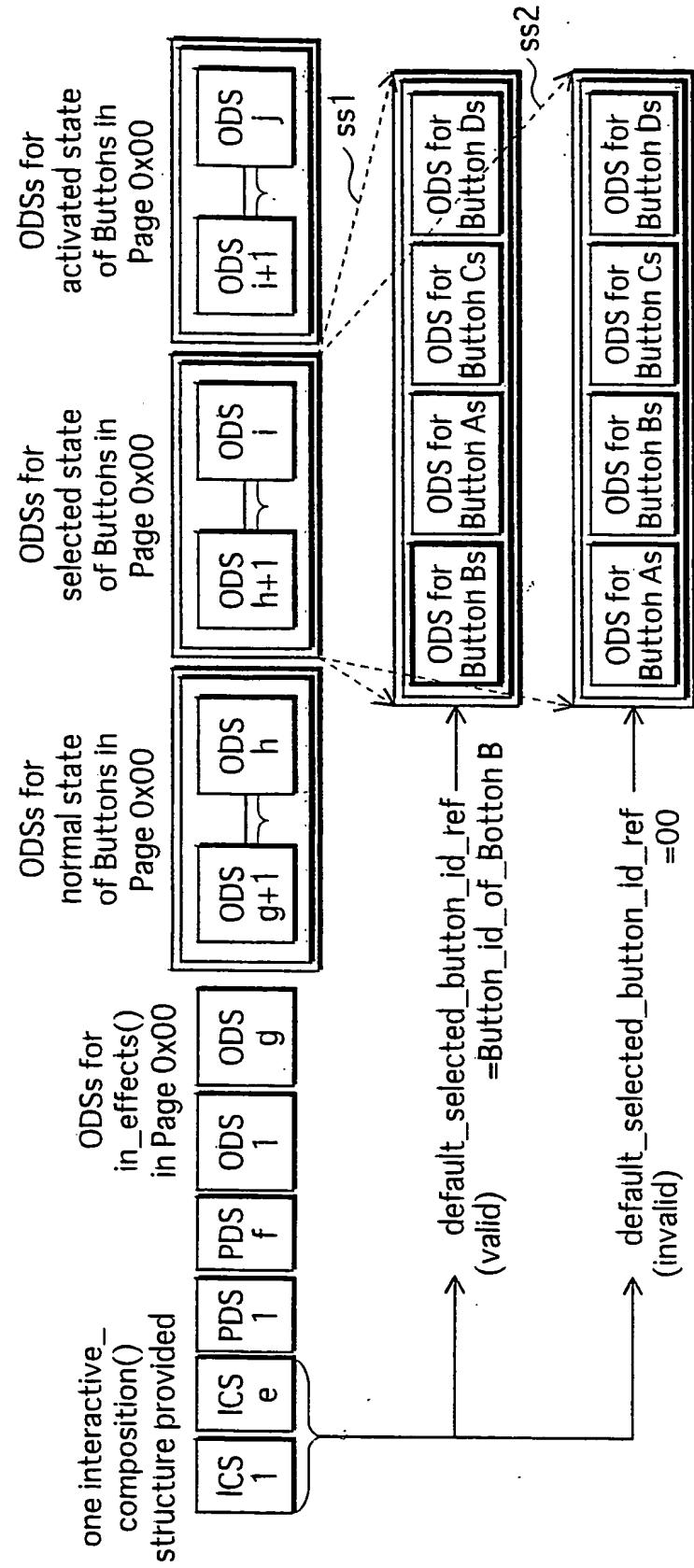


FIG.32A

page (0).Default_Selected_Button_id_ref=Valid
LASTODS PTS=PTS(DSh[ODSh+1])

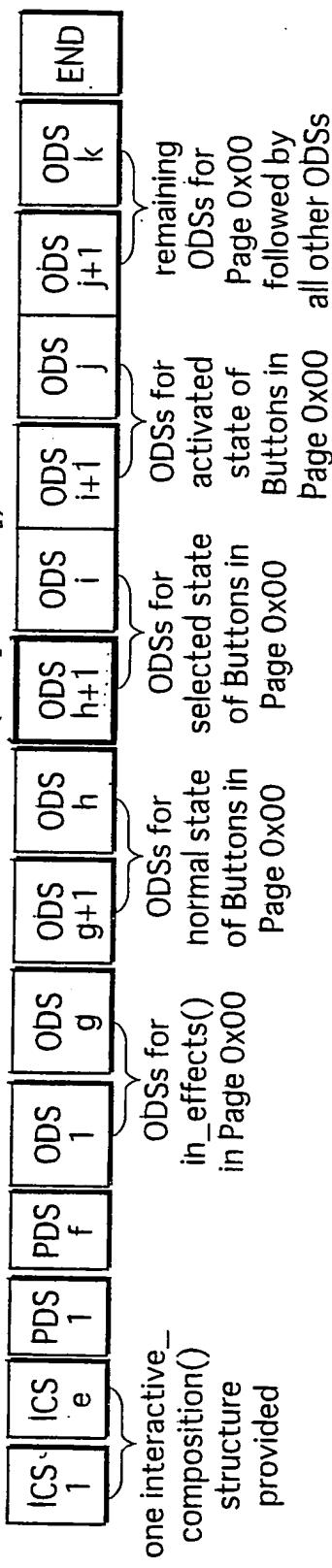


FIG.32B

page (0).Default_Selected_Button_id_ref=Invalid
LASTODS PTS=PTS(DSh[ODSh])

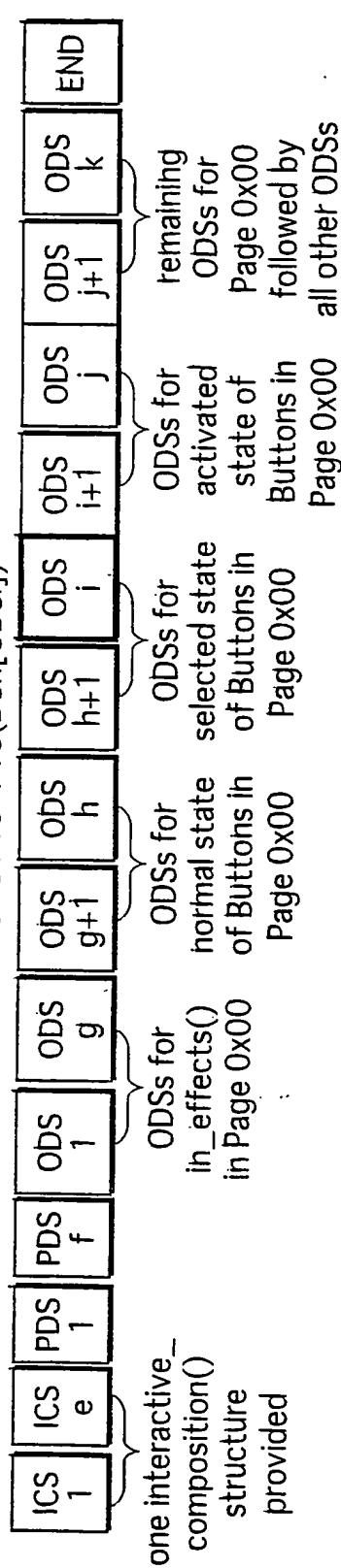


FIG.33A No ODSs for Selected State within DSh

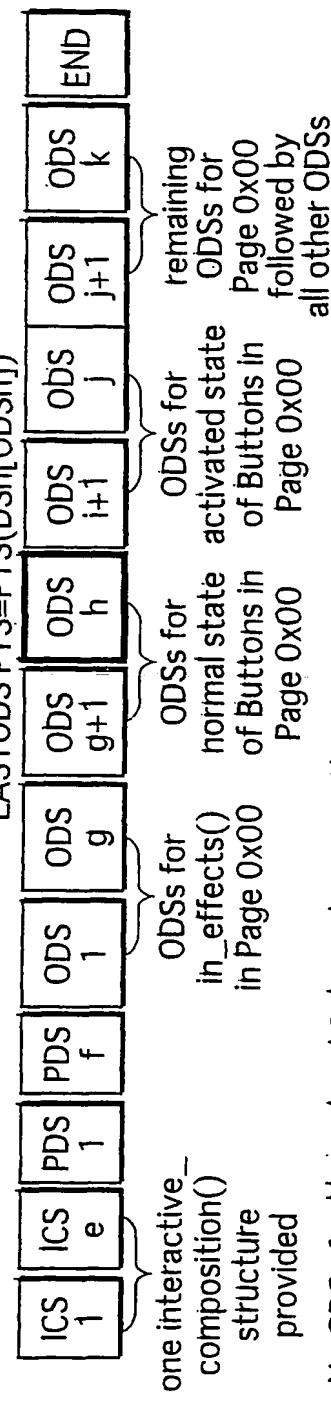


FIG.33B No ODSs for Normal and Selected State within DSh

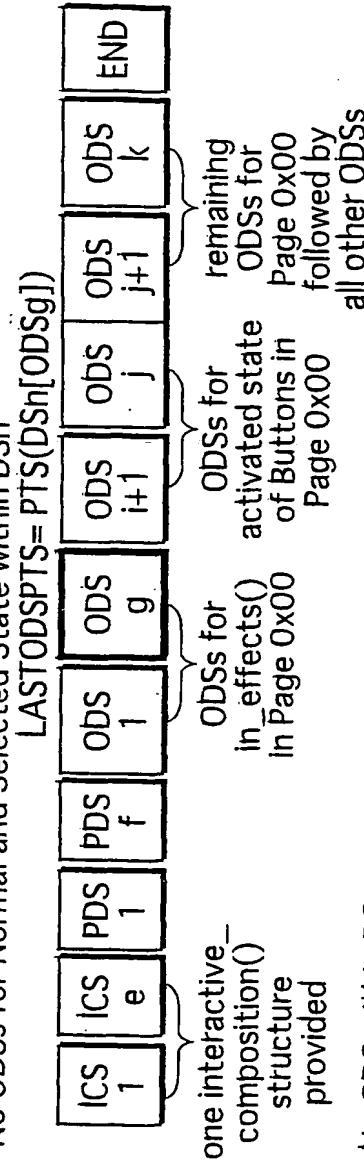


FIG.33C No ODS within DSh

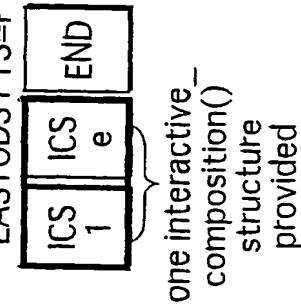


FIG.34A $PTS(DS_n[ICS]) \geq DTS(DS_n[ICS]) + DECODEDURATION(DS_n) + TRANSFERDURATION(DS_n)$

Where :

- DECODEDURATION (DS_n) is calculated as follows :

```

if( DSn[ICS].composition_state == EPOCH_START )
    return(max (LASTODSPTS(DSn)−DTS(DSn[ICS]), PLANECLEARTIME(DSn)))
else
    return(LASTODSPTS(DSn)−DTS(DSn[ICS]))

```

FIG.34B

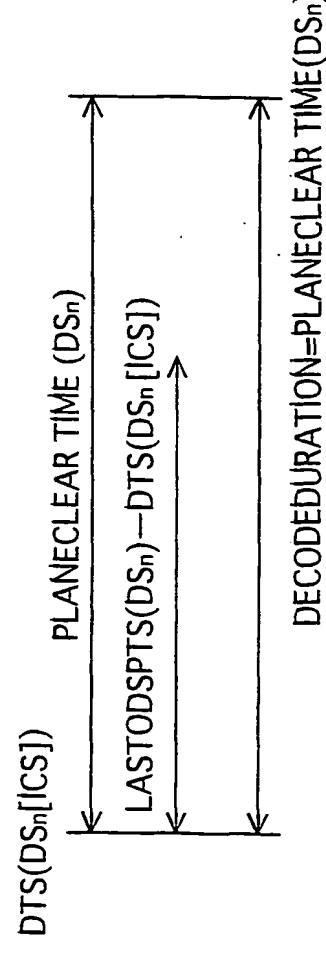


FIG.34C

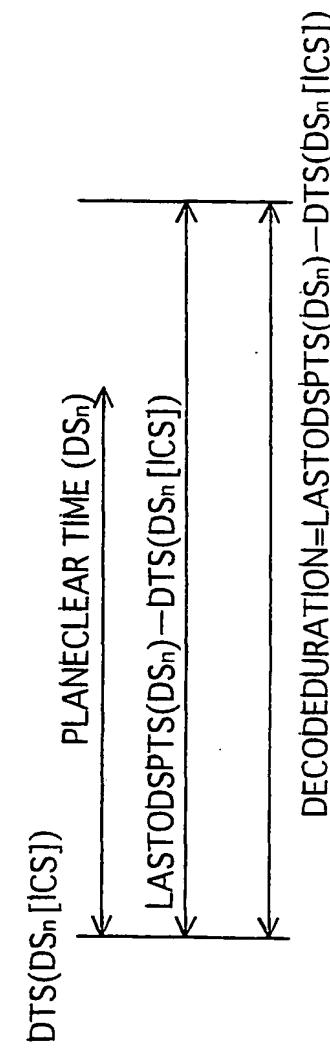


FIG.35A

Where :

$$\text{EFFECTTDD}(DS_n) = \text{ceil} \left(\left(90000 * \sum_{i=0}^{i < ICS.PAGE[0].IN_EFFECTS.number_of_windows} \text{SIZE}(DS_n[ICS].PAGE[0].IN_EFFECTS.WINDOW[i]) \right) / (128 * 10^6) \right)$$

FIG.35B

$$\text{PAGEDEFAULTTDD}(DS_n) = \text{ceil} \left(\left(90000 * \begin{cases} \sum_{i=0}^{i < ICS.PAGE[0].number_of_button} \text{NBSIZE}(DS_n, DS_n[ICS].PAGE[0].button) \\ - \text{NBSIZE}(DS_n, DS_n[ICS].PAGE[0].default_selected_button_id_ref) \end{cases} \right) / (128 * 10^6) \right) + \text{SBSIZE}(DS_n, DS_n[ICS].PAGE[0].default_selected_button_id_ref)$$

FIG.35C

$$\text{PAGENODEFAULTTDD}(DS_n) = \text{ceil} \left(\left(90000 * \begin{cases} \sum_{i=0}^{i < ICS.PAGE[0].number_of_button} \text{NBSIZE}(DS_n, DS_n[ICS].PAGE[0].button) \\ + \text{BSIZE}(DS_n, LRG\{button : button \in DS_n[ICS].PAGE[0].button\}) \\ - \text{NBSIZE}(DS_n, LRG\{button : button \in DS_n[ICS].PAGE[0].button\}) \end{cases} \right) / (128 * 10^6) \right)$$

FIG.36

$\text{PTS}(\text{DS}_n[\text{ICS}]) \geq \text{DTS}(\text{DS}_n[\text{ICS}]) + \text{DECODEDURATION}(\text{DS}_n) + \text{TRANSFERDURATION}(\text{DS}_n)$

Where :

- TRANSFERDURATION (DS_n) is calculated as follows :

```
if ( DSn[\text{ICS}]. PAGE[0]. IN_EFFECTS. number_of_effects != 0 )
    return EFFECTTD(DSn)
else if (DSn[\text{CS}]. PAGE[0]. default_selected_button_id_ref == 0xFFFF )
    return PAGENODEFAULTTD(DSn)
else
    return PAGEDEFAULTTD(DSn)
```

FIG.37

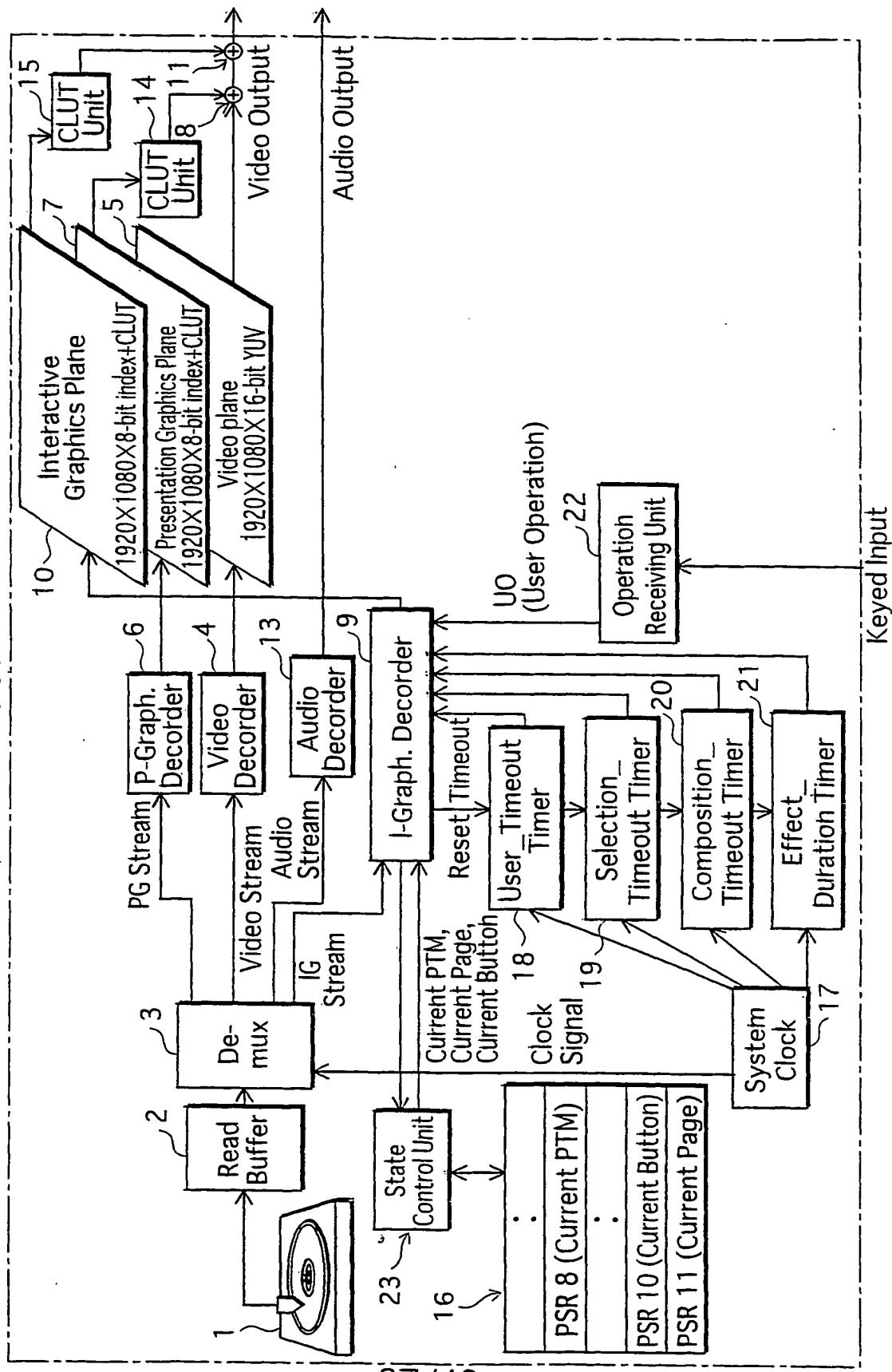


FIG.38A

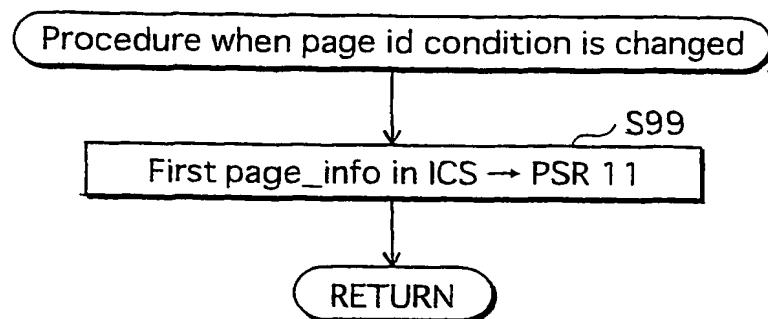


FIG.38B

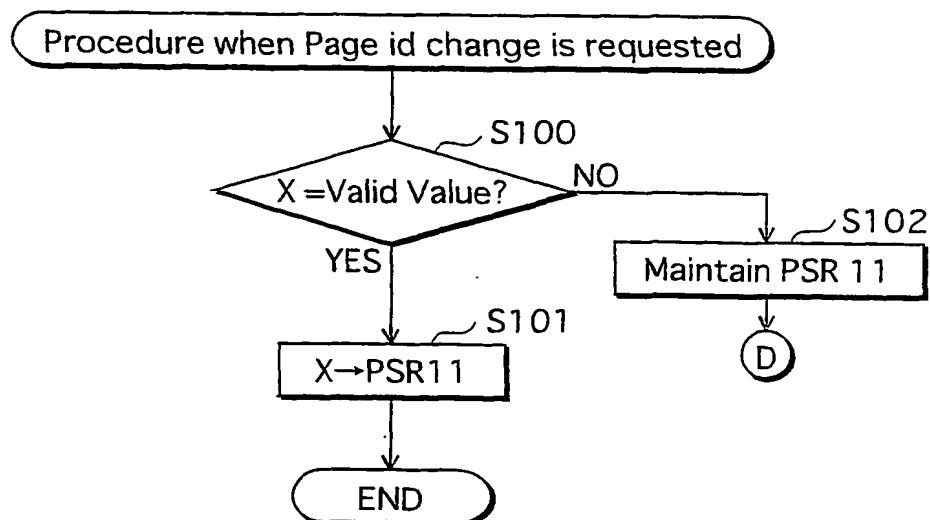


FIG.39A

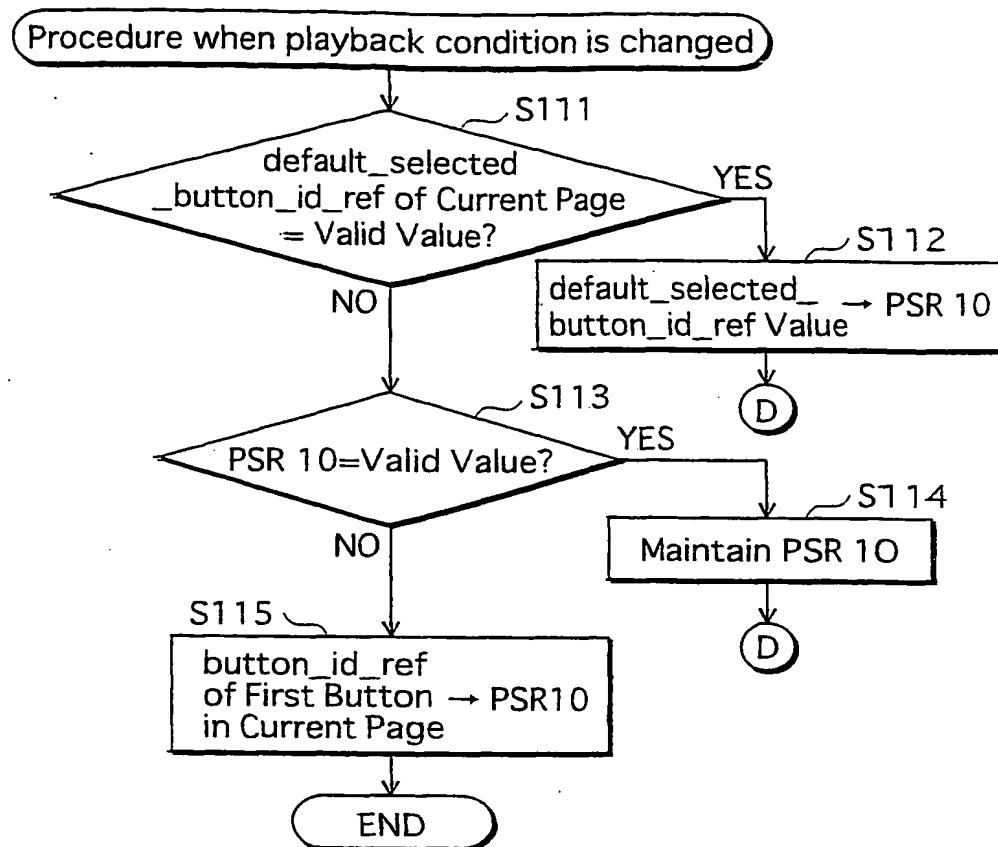
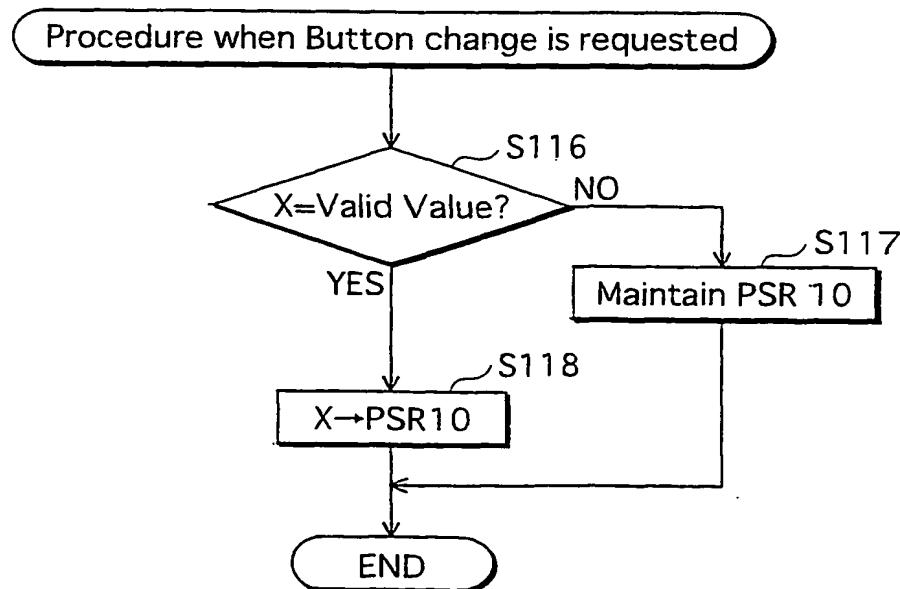


FIG.39B



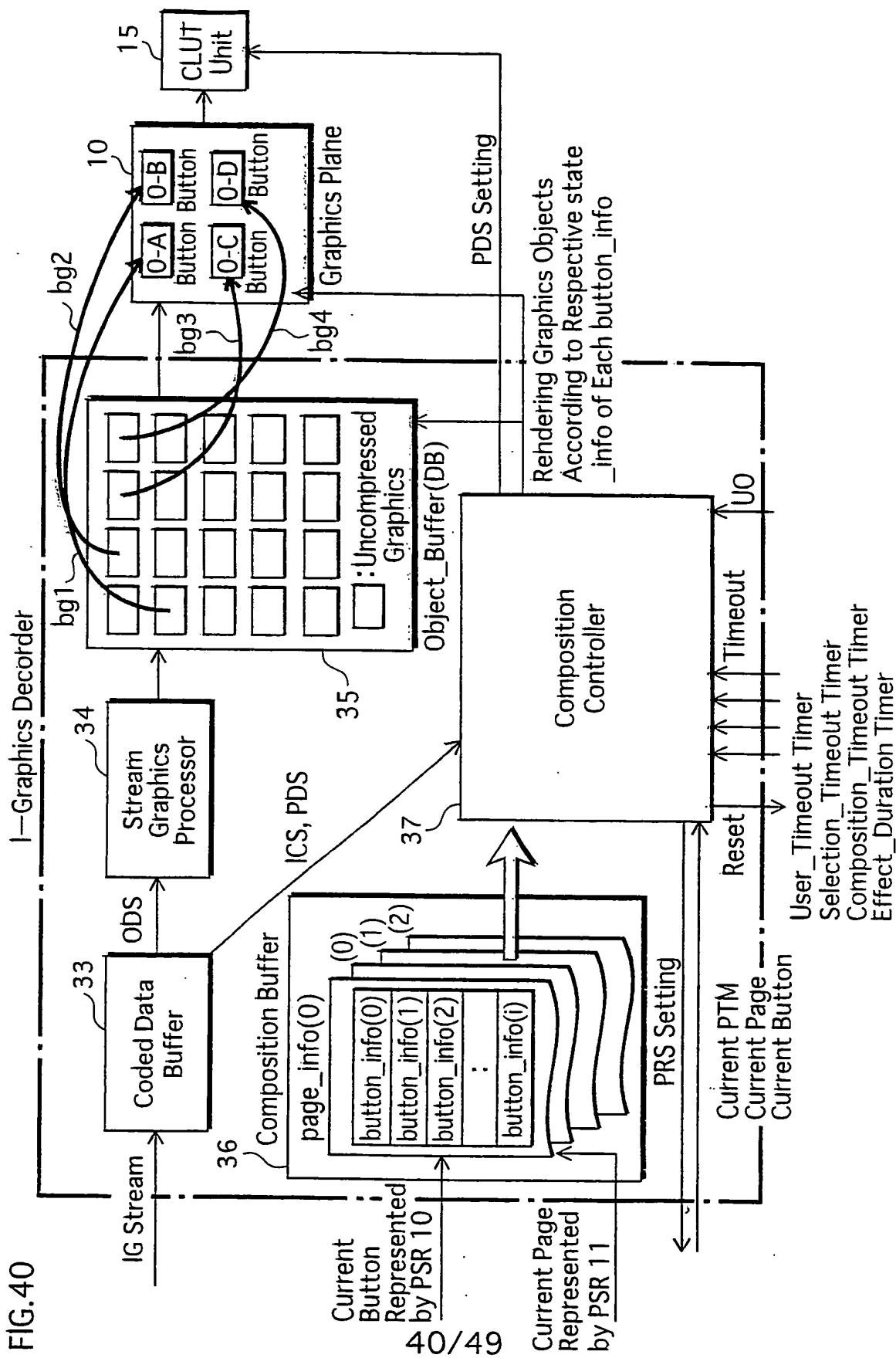


FIG. 41

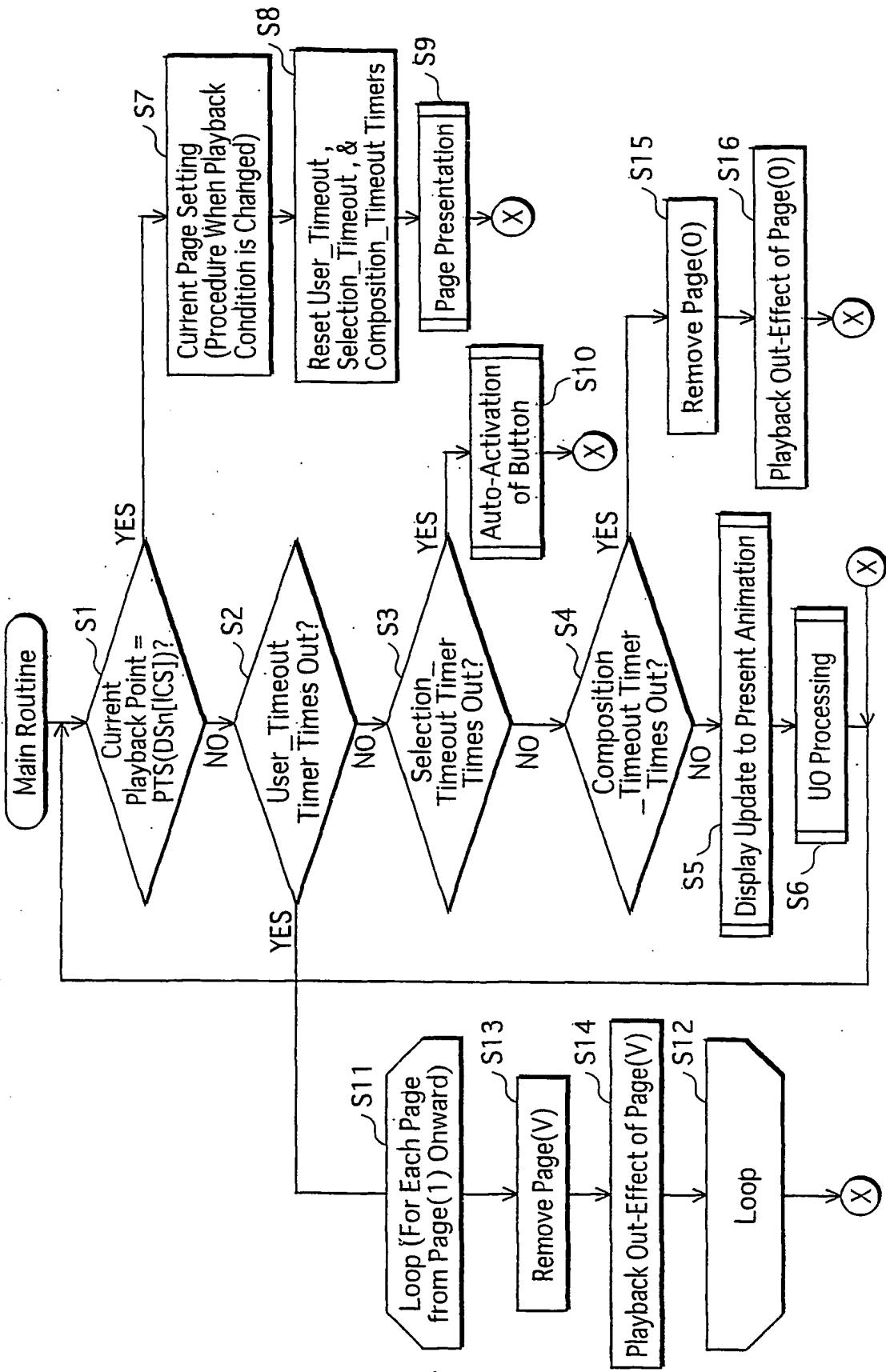


FIG.4.2

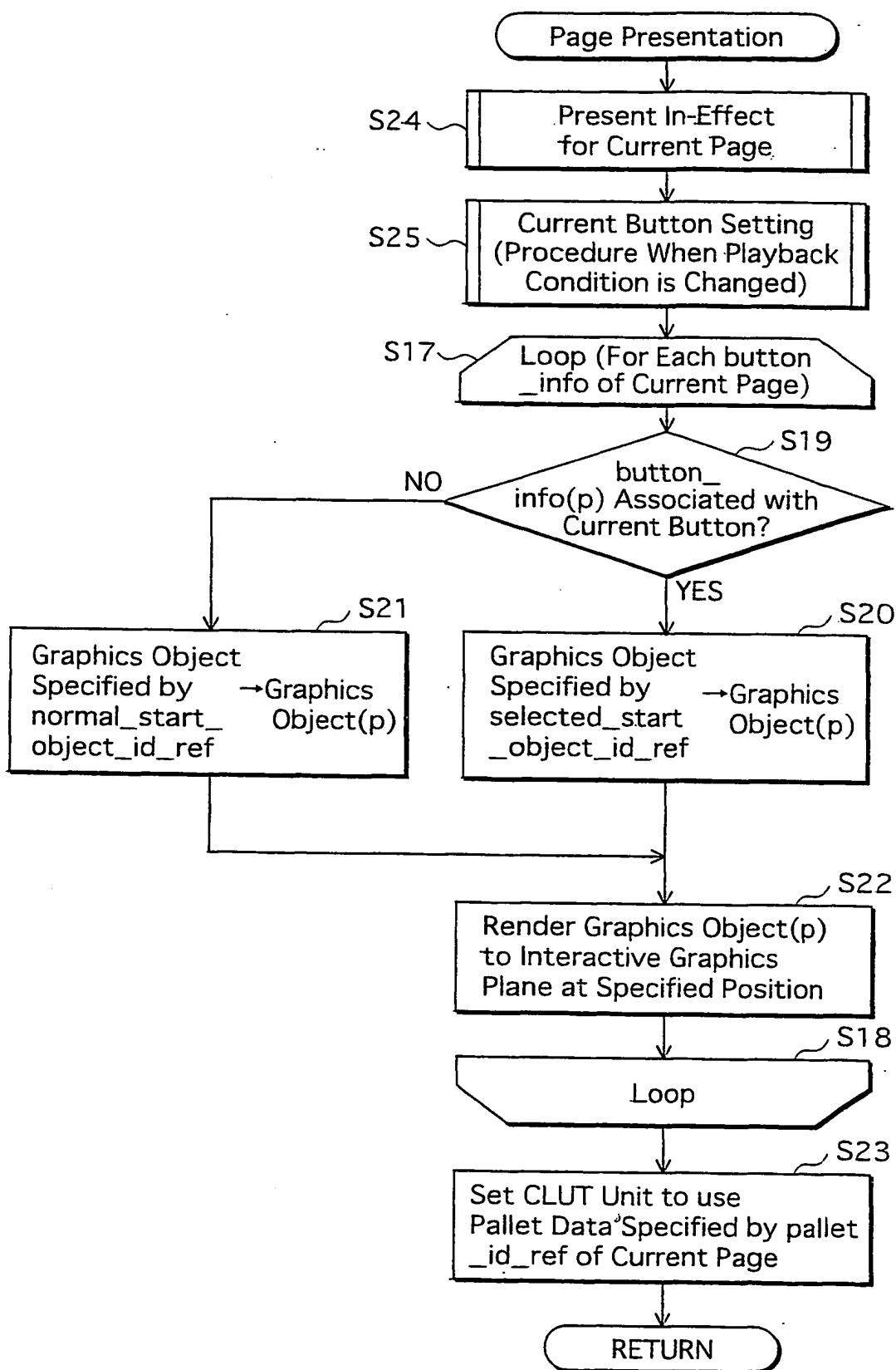


FIG.43

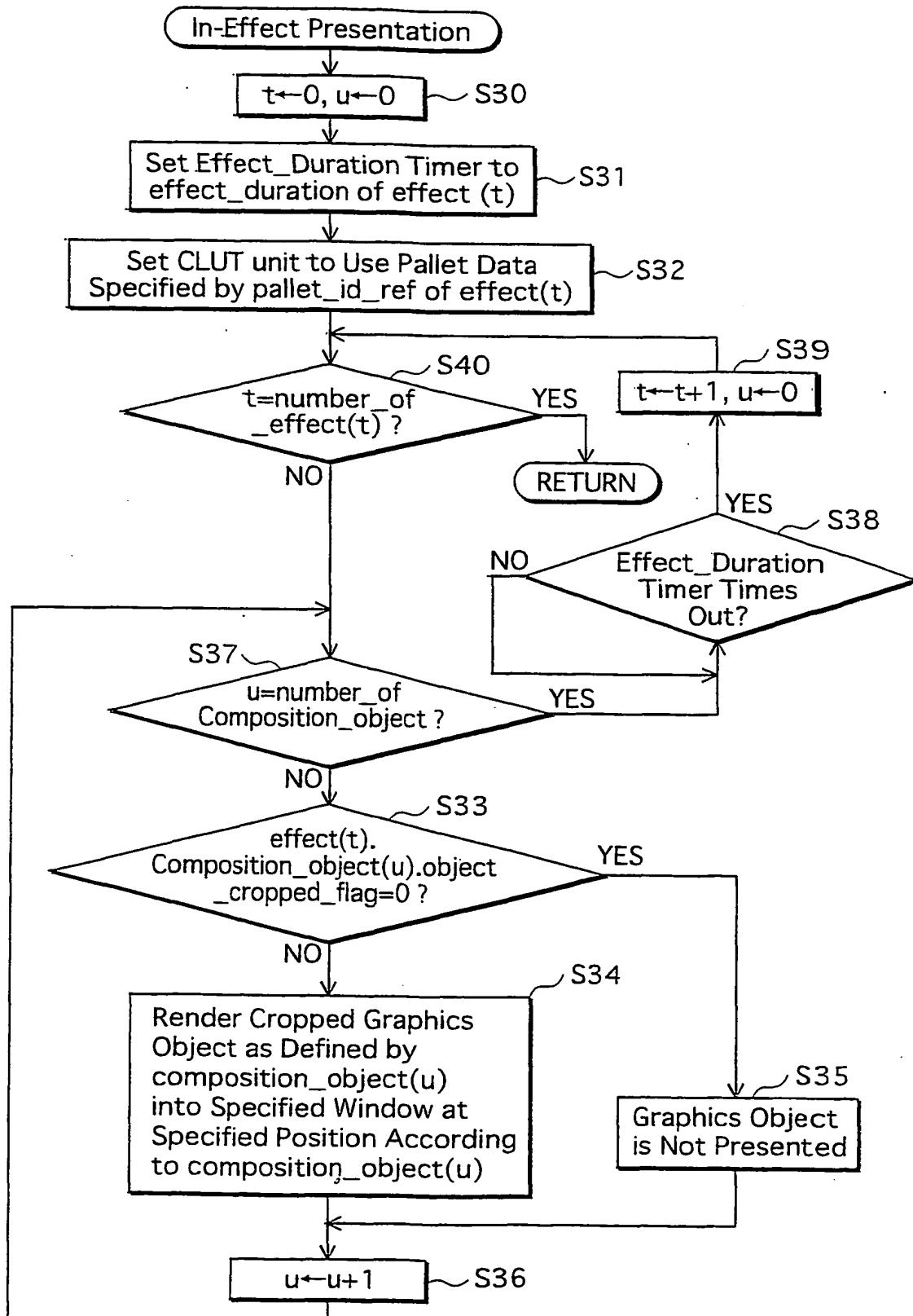


FIG.44

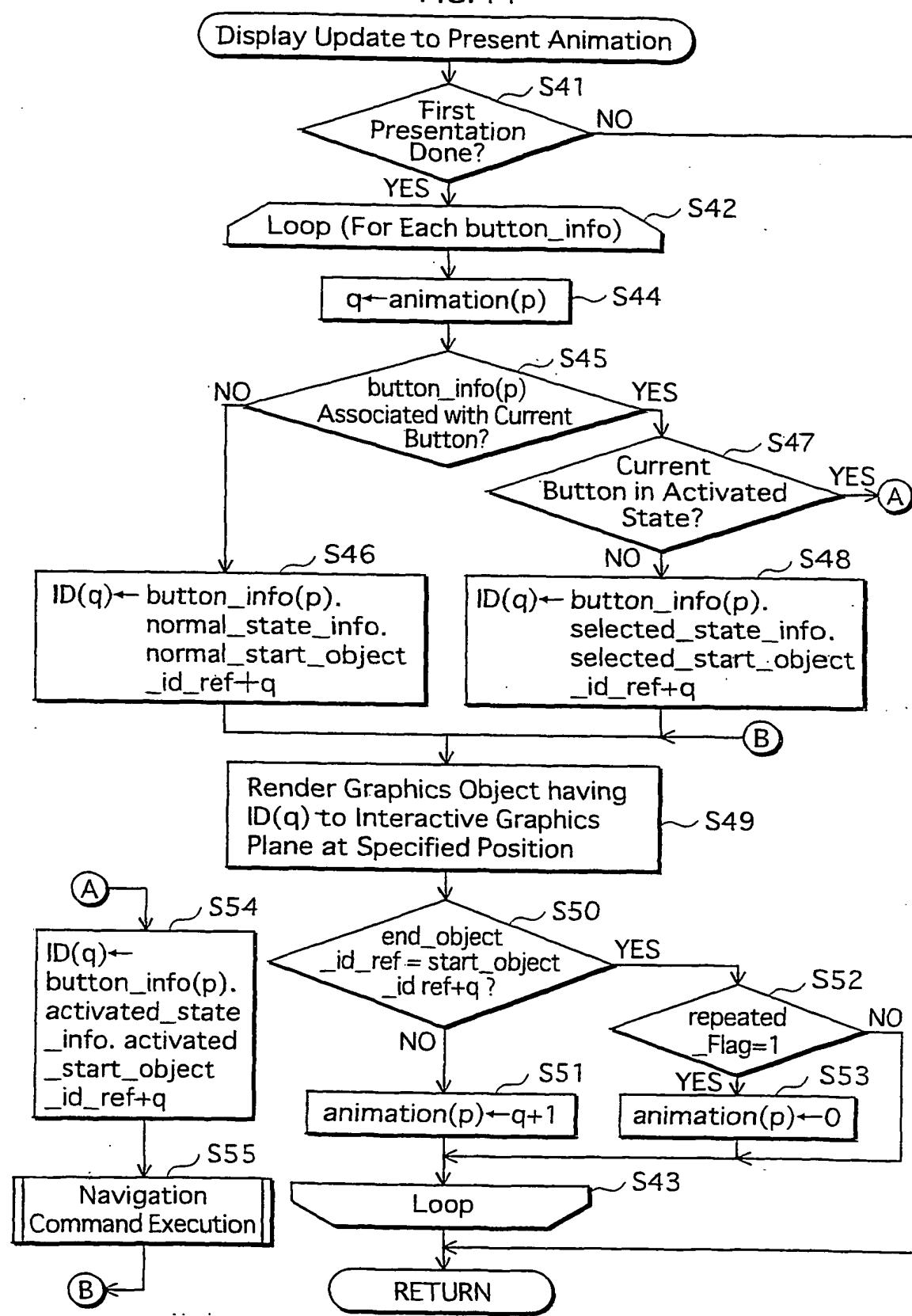


FIG.45

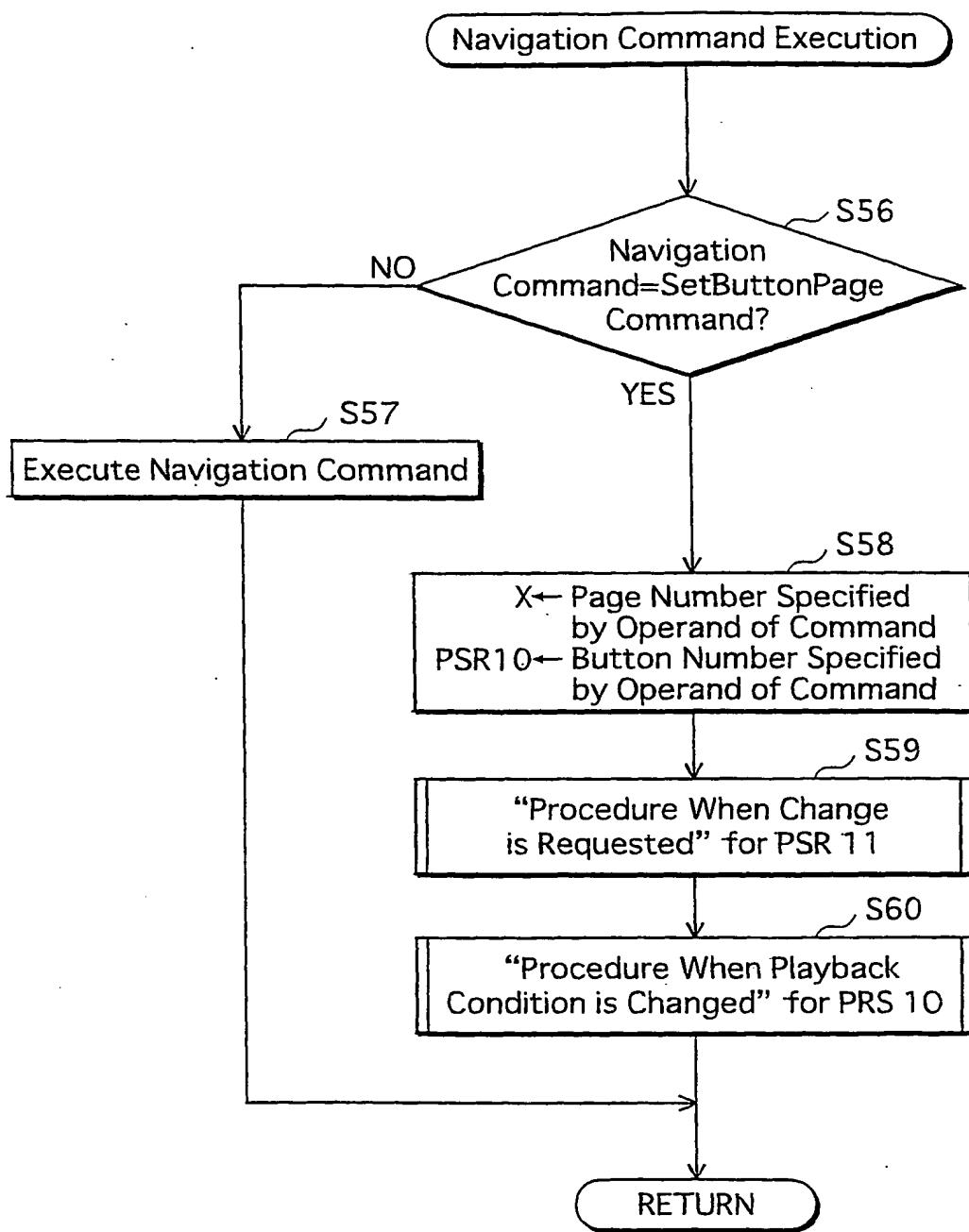


FIG.46

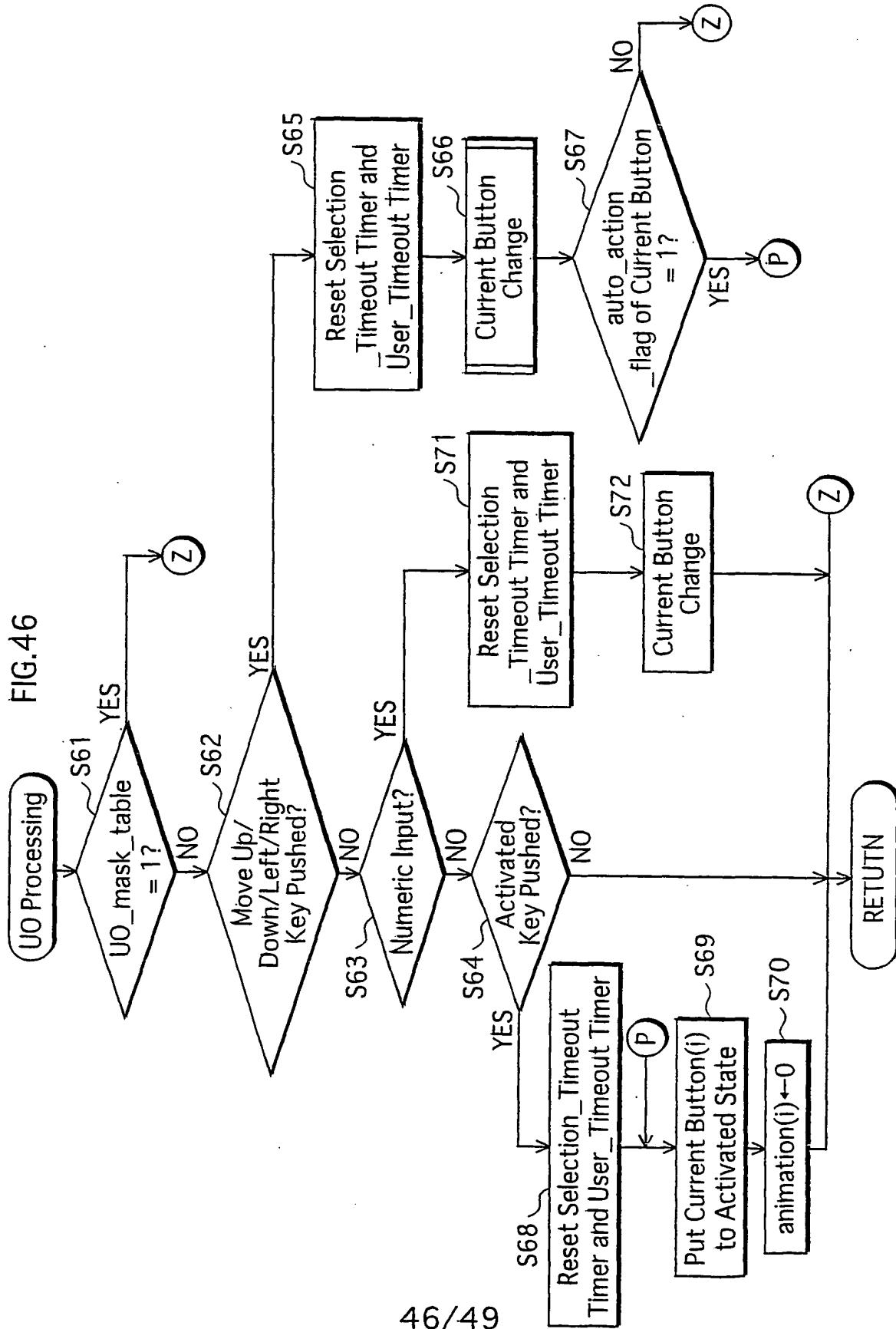


FIG.47

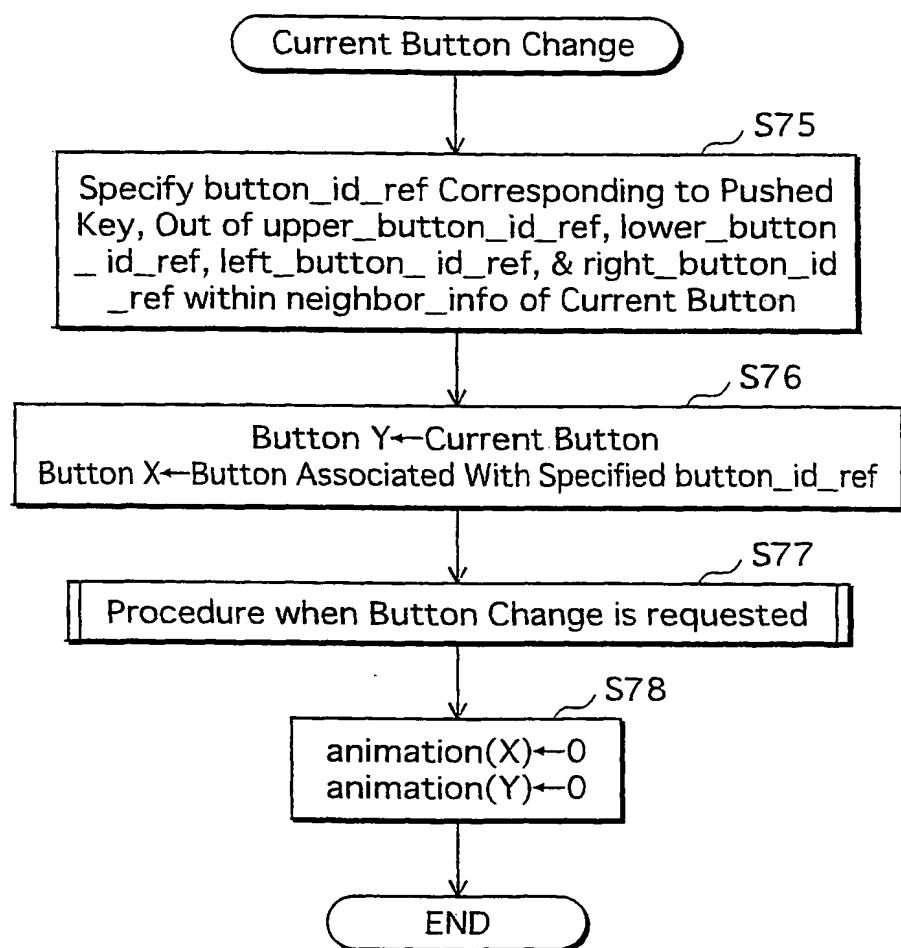


FIG.48

